Adobe Prelude Help

Legal notices

For legal notices, see http://help.adobe.com/en_US/legalnotices/index.html.

Last updated 11/4/2019

Contents

Chapter 1: Introduction
What's New in Adobe Prelude 1
Keyboard shortcuts 5
Prelude system requirements 9
Adobe Prelude manual (PDF) 11

Chapter 2: Workspace and workflow
Rough cuts 12
One-minute overview: Assemble a Rough Cut 12
Logging movie clips 15
Setting Prelude preferences 19
How to ingest media clips with Adobe Prelude 24
Video | Organize clips, subclips, and sequences in Prelude 24
The Prelude workspace 30
Tag panel and Tag templates 37

Chapter 3: Audio and video
Using Audio Channel Mapping with Prelude 40
Learn how to work with video clips in Adobe Prelude 43
Introduction to Adobe Prelude 44

Chapter 4: Collaboration with Prelude
Rough cut and Edit using Team Projects 46
Linking Adobe Story scripts with movie clips in Prelude 47

Chapter 1: Introduction

What's New in Adobe Prelude

The November 2019 (version 9.0), July 2019 (version 8.1.1), April 2019 (version 8.1), and 2018 (version 7.x and 8.0.1) releases of Adobe Prelude offer support for new file formats, enhancements, and general stability of the product. Read on for a quick introduction to these features and links to resources offering more information.

New features in the November 2019 release (version 9.0)

This release of Adobe Prelude offers general stability of the product.

New features in the July 2019 release (version 8.1.1)

This release of Adobe Prelude offers minor bug fixes.

New features in the April 2019 release (version 8.1)

This release of Adobe Prelude offers general stability of the product and bug fixes.

New features in the December 2018 release (version 8.0.1)

- Prelude now supports HEIF format files.
- You can use a new **Preference** option to generate media browser thumbnails continuously.

For more information on preferences, see Setting Prelude preferences.

New features in the October 2018 release (version 8.0)

Prelude now supports the following new file formats:

- ARRI Alexa LF (Large Format)
- Sony Venice v2

Performance improvements:

- Hardware-based encoding and decoding for H264 and HEVC formats provides better performance and faster rendering.
- Improved image processing provides more responsive playback and rendering.

New features in the July 2018 release (version 7.1.1)

This release of Adobe Prelude offers general stability of the product and bug fixes.

The earlier versions of Adobe Prelude have introduced several bug fixes. For more information, see Adobe Prelude fixed issues.

New features in the April 2018 release (version 7.1)

This release of Adobe Prelude offers general stability of the product and bug fixes.

New features in the January 2018 release (version 7.0.1)

This update of Adobe Prelude has fixed the issue in marker display in the Marker panel. In the earlier versions, you could be unable to view markers in the Marker panel in the List/Logging workspace when you switch from Rough Cut workspace. This update works fine if you open a single media (not a rough cut) in the Rough Cut workspace. If you open a rough cut media and switch from Rough Cut workspace to List/Logging workspace, refresh the Marker panel.

The earlier versions of Adobe Prelude have introduced several bug fixes. For more information, see Adobe Prelude fixed issues.

New features in the October 2017 release (version 7.0)

Visual keyboard shortcut editor

New in the October 2017 release

The visual keyboard shortcut is here to enhance your editing experience. Use the Visual Keyboard Shortcut Editor to see which keys have been assigned shortcuts and which are available for assignment.

For more information, see Keyboard shortcuts.

Visual keyboard shortcut

Audio channel mapping enhancements

New in the October 2017 release

The Export Media pop-up now has a **Separate Mono Tracks** checkbox. You can enable this check box to export the audio in the media as a one-to-one mapping. When the checkbox is left unchecked, the audio output will be Stereo.

New features in the May 2017 release

This release of Adobe Prelude offers minor enhancements and bug fixes. The update has fixed issues including loss of data while using auto delete preference and loss of tag colors when adding tags using unassociated metadata panel. Errors related to comment markers not displaying description by default are also fixed.

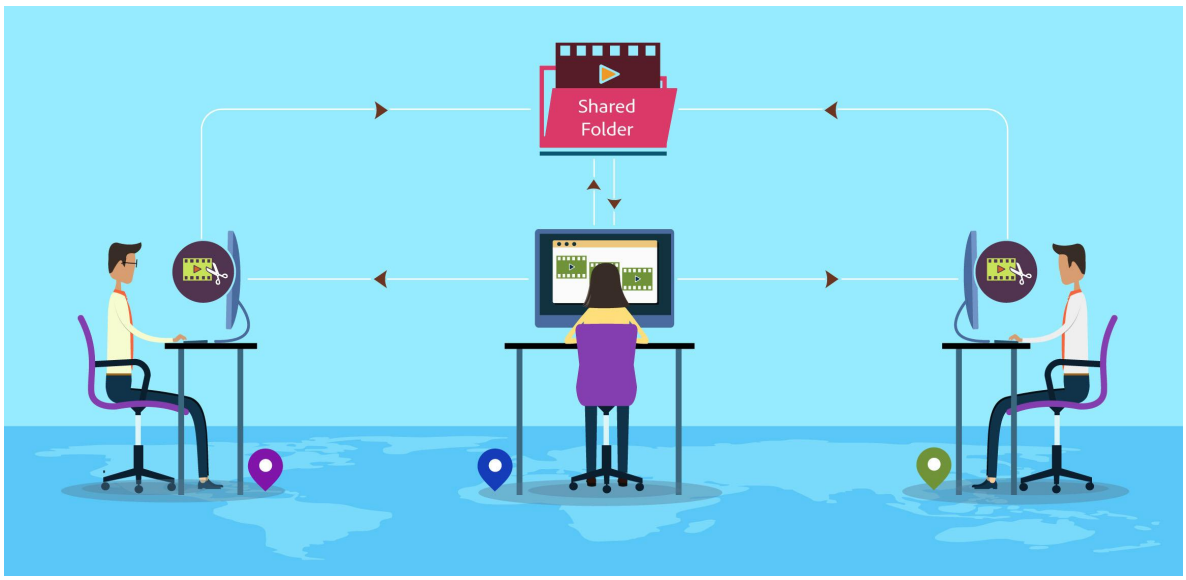
The May 2017, April 2016, January 2016 and November 2016 release of Adobe Prelude introduced several fixes. For more information, see Fixed issues in Adobe Prelude.

New features in the November 2016 Release

Collaborating using Team Projects

New in the November 2016 release

This release introduces Team Projects, a hosted service that lets editors and motion graphics artists work collaboratively in projects within Prelude CC, Premiere Pro CC, and After Effects CC. This service adds deep collaboration features such as version history and smart conflict resolution. Post-production professionals can share their edits and get the latest changes from collaborators, allowing concurrent changes to happen on a single project – which is powerful for workflows where you can ingest clips in Prelude at the same time when visual effects and motion graphics are being done in After Effects and the edit is being refined in Premiere Pro.



Collaborating using Team Projects

To learn more, see Working simultaneously in shared video projects.

New features in the June 2016 Release

AVC LongG performance improvement

New in the June 2016 release

This release of Adobe Prelude delivers optimized performance of AVC LongG format in the following workflows:

- Media ingestion
- Smoother playback
- Improved logging workflow

Note: This enhancement is also extended to other miscellaneous workflows.

Event panel filtering options

New in the June 2016 release

This release of Prelude introduces options to filter the various categories of Events such as information, warnings, and errors through an Event dialog box.

For more information, see Prelude workspace.

New features in the March 2016 release

Capability to use audio channel mapping

New in the March 2016 release

Prelude now supports the ability to use multi-channel audio mapping.

For more information, see **Using Audio Channel Mapping with Prelude**

New features in the November 2015 release

Exporting markers to text file

New in the November 2015 release

You can now export markers of a selected clip in text files (.txt) in addition to CSV files (.csv) and well-formatted HTML pages (.html) through the Export Markers dialog box (**File** > **Export** > **Markers**).

For more information, see Exporting markers.

Support for HEVC format

New in the November 2015 release

Prelude now supports the HEVC (High Efficiency Video Coding) file format.

For more information on file formats supported in Prelude, see **Supported file formats for ingest**.

New features in the June 2015 release

Voice-over in rough cuts

New in the June 2015 release

Adobe Prelude CC now lets you add voice-over to Rough Cuts. Although Prelude lets you add Audio clips separately, you can use the voice-over feature to record audio clips on the fly, without the need for a separate recording software.

You can record and overlay voiceovers video footages during the basic editing process, before the final sequence is complete. Adobe Prelude lets you add multiple voiceovers to a Rough Cut, as well.

For more information, see Add Voice-over to Rough Cuts.

New API to ingest media

New in the June 2015 release

You can now use the new API to ingest media in to a Project directly. Previously, on using the Ingest API, the Ingest dialog was displayed as an extra step before you could select and eventually ingest media (video and audio clips).

Now, you can simply use the new Ingest Media API to select media files you want to ingest, and the selected files are added to the Project at the click of a button. The new API, not only ingests the media, but all related data files (*.xmp*) that contain markers and other meta-data.

Keyboard shortcuts

Visual Keyboard Shortcut Editor

You can use the Visual Keyboard Shortcut editor to view the keys with their assigned shortcuts, assign new shortcuts, and delete existing ones. The feature also lets you easily navigate and provides maximum workflow efficiency.

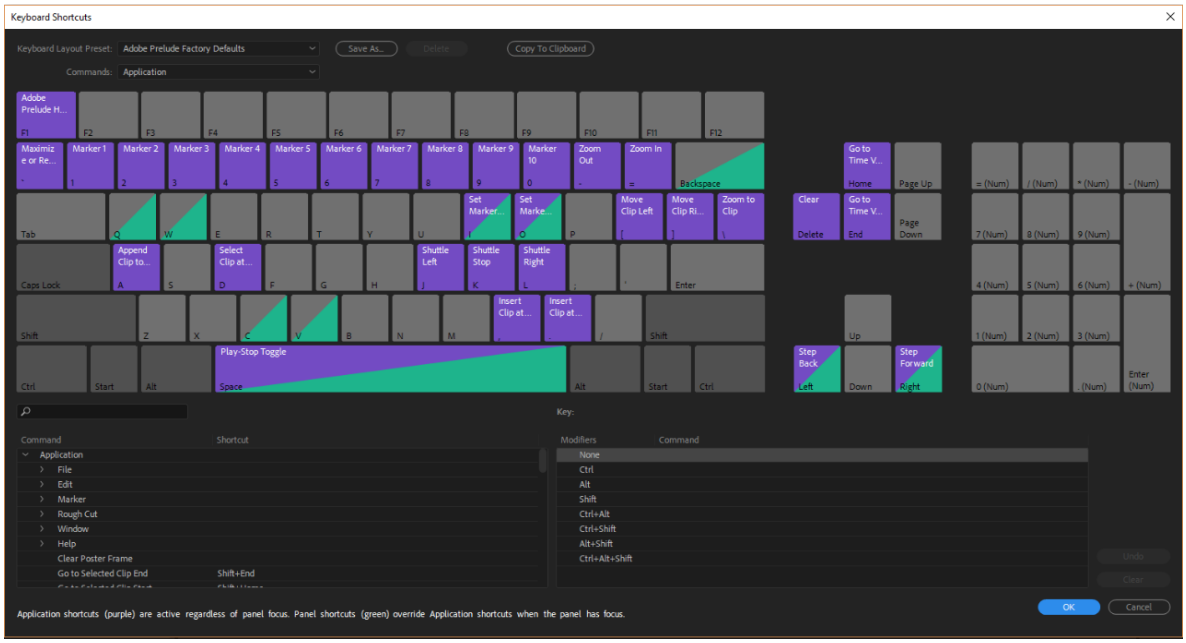
When you select a key on the Keyboard Layout, you can view all the commands that are assigned to that key and all other modifier combinations.

- Prelude detects the keyboard hardware and the appropriate keyboard layout is displayed accordingly.
- When Prelude detects a non-supported keyboard, the default view is to display the U.S. English keyboard. By default, the Adobe Prelude Default preset is displayed.
- When you change a shortcut, the preset pop-up menu changes to **Custom**. After you make the required changes, use the **Save As**option to save the customized shortcut set as a preset.

Using and customizing the Visual Keyboard Shortcut

- To view the Visual Keyboard Shortcuts, select **Edit > Keyboard Shortcuts** (Windows) or **Prelude > Keyboard Shortcuts** (macOS).

The **Keyboard Shortcut** window appears which shows you the layout of a keyboard. All the application level shortcuts are marked in purple while all panel wide shortcuts appear in green. For keyboard shortcuts that are applicable in both the levels, the color will depend on whether the panel is open or not. If the Panel is selected, it would appear in green otherwise in purple.



Visual keyboard

Shortcut assignment using drag-and-drop

You can assign shortcuts by dragging a command from the Command list to a key in the **Keyboard Layout**. You can also apply shortcuts using the modifier combination for the currently selected key displayed in the Key Modifier List. The **Command List** and the **Modifier list** appear below the keyboard.

- To assign a command to a key along with a modifier, hold down the modifiers during drag-and-drop.
- To remove the last assigned shortcut command, select the key and click **Undo.**
- To remove all shortcuts assigned, click **Clear.**

Conflict resolution

When an existing shortcut conflicts with another command:

- A warning appears at the bottom of the editor.
- Undo and Clear buttons in the lower right corner are enabled.
- The command in conflict is highlighted in blue, and clicking the key automatically selects the command in the command list.

You can now easily change the assignment for the conflicting command.

Application shortcuts

New Project	*Ctrl+Alt+N(Win), Opt+Cmd+N(macOS)*
Open Project	*Ctrl+Shift+O (Win), Shift+Cmd+O (macOS)*
Close Project	*Ctrl+Shift+W (Win), Shift+Cmd+W (macOS)*
Close	*Ctrl+W (Win), Cmd+W (macOS)*
Save As	*Ctrl+Shift+S (Win), CMD+Shift+S (macOS)*

Ingest	*Ctrl+I (Win), Cmd+I (macOS)*
Export Project	*Ctrl+P (Win), Cmd+P (macOS)*
Create Rough Cut	*Ctrl+N (Win), Cmd+N (macOS)*
Exit	*Ctrl+Q (Win), Cmd+Q (macOS)*
Undo	*Ctrl+Z (Win), Cmd+Z (macOS)*
Redo	*Ctrl+Shift+Z (Win), Shift+Cmd+Z (macOS)*
Cut	*Ctrl+X (Win), Cmd+X (macOS)*
Copy	*Ctrl+C (Win), Cmd+C (macOS)*
Paste	*Ctrl+V (Win), Cmd+V (macOS)*
Clear	*Delete (Win), Forward Delete (macOS)*
Select All	*Ctrl+A (Win), Cmd+A (macOS)*
Deselect All	*Ctrl+Shift+A (Win), Shift+Cmd+A (macOS)*
Set Marker In Point	*I* (Use *Alt+I* or *Opt+I* when Heads Up Display is enabled during playback.)
Set Marker Out Point	*O* (Use *Alt+O* or *Opt+O* when Heads Up Display is enabled during playback.)
Select Previous Marker	*Ctrl+Left Arrow (Win), Cmd+Left Arrow (macOS)*
Select Next Marker	*Ctrl+Right Arrow (Win), Cmd+Right Arrow (macOS)*
Select Previous Clip	*Ctrl+Up (Win), Cmd+Up (macOS)*
Select Next Clip	*Ctrl+Down (Win), Cmd+Down (macOS)*
Add Selected Markers	*Shift+= (Win), Cmd+= (macOS)*
Add Subclip Marker	*1 (Main keyboard)*
Add Comment Marker	*2 (Main keyboard)*
Marker Inspector	*Shift+5 (Win), Cmd+5 (macOS)*
Marker List	*Shift+6 (Win), Cmd+6 (macOS)*
Marker Type	*Shift+4 (Win), Cmd+4 (macOS)*
Metadata	*Shift+7 (Win), Cmd+7 (macOS)*
Monitor	*Shift+2 (Win), Cmd+2 (macOS)*
Project	*Shift+1 (Win), Cmd+1 (macOS)*
Timeline	*Shift+3 (Win), Cmd+3 (macOS)*
Adobe Prelude Help	*F1*
Go To Selected Clip End	*Shift+End*
Go To Selected Clip Start	*Shift+Home*
Go To Time View End	*End (Win), End or Function+Right Arrow (macOS)*
Go To Time View Start	*Home (Win), Home or Function+Left Arrow (macOS)*
Maximize or Restore Frame	*' (accent under tilde)*

Play In-out	*Ctrl+Shift+Space (Win), Opt+K (macOS)*
Play Stop Toggle	*Space*
Select Find Box	*Shift+F*
Select Next Panel	*Ctrl+Shift+. (period)*
Select Previous Panel	*Ctrl+Shift+, (comma)*
Shuttle Left	*J*
Shuttle Right	*L*
Shuttle Slow Left	*Shift+J*
Shuttle Slow Right	*Shift+L*
Shuttle Stop	*K*
Step Back	*Left Arrow*
Step Back many Frames - Units	*Shift+Left Arrow*
Step Forward	*Right Arrow*
Step Forward many Frames - Units	*Shift+Right Arrow*
Workspace 1	*Alt+Shift+1 (Win), Opt+Shift+1 (macOS)*
Workspace 2	*Alt+Shift+2 (Win), Opt+Shift+2 (macOS)*
Workspace 3	*Alt+Shift+3 (Win), Opt+Shift+3 (macOS)*
Workspace 4	*Alt+Shift+4 (Win), Opt+Shift+4 (macOS)*
Workspace 5	*Alt+Shift+5 (Win), Opt+Shift+5 (macOS)*
Workspace 6	*Alt+Shift+6 (Win), Opt+Shift+6 (macOS)*
Workspace 7	*Alt+Shift+7 (Win), Opt+Shift+7 (macOS)*
Workspace 8	*Alt+Shift+8 (Win), Opt+Shift+8 (macOS)*
Workspace 9	*Alt+Shift+9 (Win), Opt+Shift+9 (macOS)*
Zoom In	=
Zoom Out	*- (hyphen)*
Zoom To Clip	\\

Panel shortcuts

Project	
New Bin *(Prelude)*	**Ctrl+B (Windows), Cmd+B (macOS)**
History Panel Menu	
Step Backward	*Left Arrow*
Step Forward	*Right Arrow*
Ingest Dialog	
Check All	*Shift+V*

Uncheck All	*Ctrl+Shift+V*
Check Selected Item(s)	*V*
Clear In Out Points	*C*
Select Directory List	*Ctrl+Left Arrow (Win), Cmd+Left Arrow (macOS)*
Select Media List	*Ctrl+Right Arrow (Win), Cmd+Right Arrow (macOS)*
Set In Point	*I*
Set Out Point	*O*
Timeline Panel Menu	
Ripple Delete	*Alt+Backspace (Win), Opt+Delete (macOS)*
Show Next Screen	*Down Arrow*
Show Previous Screen	*Up*

New shortcuts in Prelude

Trim In Point of Selected Clip to CTI	Q
Trim Out Point of Selected Clip to CTI	W
Insert Clip(s) at the previous edit point	*, (Comma)*
Insert Clip(s) at the next edit point	. (period)
Select clip at Playhead	*D*
Move clips left	*[(Left angle bracket)*
Move clips right	*] (Right angle bracket)*

Customize keyboard shortcuts

When you open the **Keyboard Shortcuts** panel for the first time, the only option in the **Set** menu is **Adobe Prelude Factory Defaults**.

You can edit keyboard shortcuts and save the new set. After you save the new set, it appears in the **Set** menu.

1. Select **Edit** > **Keyboard Shortcuts** (Windows), or **Prelude** > **Keyboard Shortcuts** (Mac OS) to open the **Keyboard Shortcuts** panel.
2. In the **Keyboard Shortcuts** panel, select the option for which you want to create or update the keyboard shortcut.
3. Press the keys that you prefer for the keyboard shortcut.
4. Click **Save As** to save the updated Keyboard Shortcut set.
5. Enter a name for the new set, and click **Save**.

Prelude system requirements

Applicable for: November 2019 (9.0) release

System requirements for earlier releases: Prelude CC system requirements | April 2019 (8.1) release and July 2019 (8.1.1) release

Minimum system requirements for Prelude

Windows

	Minimum requirement
Processor	Intel® Intel 6thGen or newer CPU
Operating system	Microsoft Windows 10 (64-bit) version 1703 or later (required)
RAM	• 16 GB of RAM (32 GB recommended) • 4 GB of GPU VRAM
Hard disk space	Fast internal SSD (recommended) for app installation and cache – plus provisional space for media
Monitor resolution	1920 x 1080 or greater display resolution
Hard drive speed	7200 RPM or faster hard drive (multiple fast disk drives recommended)
GPU	Adobe-certified GPU card for GPU-accelerated performance
Internet	Internet connection and registration are necessary for required software activation, validation of subscriptions, and access to online services.*
Other	QuickTime 7.6.6 software required for QuickTime features

macOS

	Minimum requirement
Processor	Intel® Intel 6thGen or newer CPU
Operating system	macOS X v10.12 or later (v10.13 or later required for hardware-acceleration)
RAM	• 16 GB minimum (32 GB recommended) • 4 GB of GPU VRAM
Hard disk space	Fast internal SSD (recommended) for app installation and cache – plus provisional space for media
Monitor resolution	1920 x 1080 or greater display resolution
Hard drive speed	7200 RPM or faster hard drive (multiple fast disk drives recommended)

GPU	Adobe-certified GPU card for GPU-accelerated performance
Internet	Internet connection and registration are necessary for required software activation, validation of subscriptions, and access to online services.*
Other	QuickTime 7.6.6 software required for QuickTime features

Note:

Internet connection, Adobe ID, and acceptance of license agreement required to activate and use this product. This product may integrate with or allow access to certain Adobe or third-party hosted online services. Adobe services are available only to users 13 and older and require agreement to additional terms of use and the Adobe Privacy Policy. (see http://www.adobe.com/legal.html). Applications and services may not be available in all countries or languages and may be subject to change or discontinuation without notice. Additional fees or membership charges may apply.

Adobe Prelude manual (PDF)

Find a PDF of articles to learn how to use Adobe Prelude.

Adobe Prelude manual (PDF)

Chapter 2: Workspace and workflow

Rough cuts

One-minute overview: Assemble a Rough Cut

One-minute overview: Assemble a Rough Cut

A rough cut is a timeline-based sequence of video and audio clips that is used as a basic editing process of the various clips before the final sequence is completed. Editing processes include trimming, clips selection, and sorting and ordering the clips.

Create a rough cut

1. Select **File** > **Create Rough Cut**.
2. Enter a name for the rough cut (*.arcutx*) file, and click **Save**.
3. Double-click the rough cut in the **Project** panel to open it in the **Timeline** and **Monitor** panels.
4. Select the movie clips or subclips to add to the rough cut.
5. Select **File** > **Append To Rough Cut**. The movie clips are added to the **Timeline** in the order in of their selection. Alternatively, drag the movie clips to the **Timeline**.
6. Use the options in the **Rough Cut** menu to select or reorder movie clips in the rough cut.
7. Save the project to save changes to the rough cut file.

*To create a copy of your rough cut, select **File** > **Save Rough Cut As**, and save the rough cut file using a different name.*

Note:

Prelude CC October 2014.1 and later versions save rough cut files with .arcutx extension. Previous versions of Prelude saved rough cut files with .arcut extension.

Add markers to a rough cut

1. Open a clip containing markers in the timeline. Open the rough cut in the background.
2. Select the markers that you want to add to the rough cut.
3. Select **Rough Cut** > **Add Selected Markers**.

   The markers are added to the rough cut currently open in the timeline. The clip from which user is adding the marker is also added to Rough Cut.

*When a rough cut, and a clip containing subclip markers are open in the **Timeline** panel, you can select subclip markers in the clip and add them to the rough cut.*

Add Voice-over to Rough Cuts

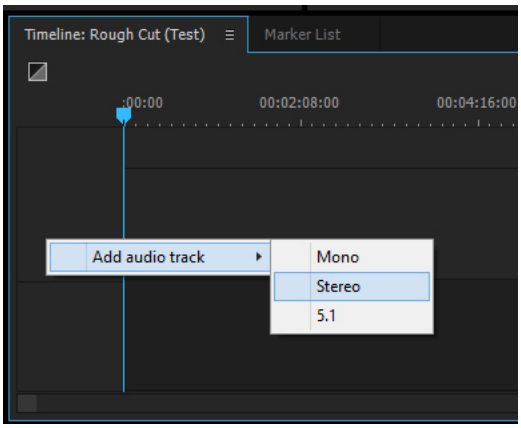
You can record and add voice-overs to Rough Cuts. Although Prelude lets you add Audio clips separately, you can use the voice-over feature to record audio clips on the fly.

You can record and overlay voice-overs over video footages during the basic editing process, before the final sequence is complete. Adobe Prelude lets you add multiple voice-overs to a rough cut, as well.

To record voice-overs for a rough cut, do the following steps:

Add an audio track

1. Select **Roughcut** > **Create A Roughcut** to create a roughcut, and open it on timeline.
2. In the Timeline, right-click > select **Add Audio Track** from the context menu.
3. You can choose to add a **Mono**, **Stereo**, or **5.1 track**.



Specify Voice-over Record Settings

1. Right-click on an **Audio Track**, and select **Voice-over Record Settings** from the context menu.
2. Enter or modify the following settings:

   Name Name of the Audio Track.

   Source Choose the right audio hardware for the voice-over. Choose the right audio hardware for the voice-over. Source Option automatically detects all audio hardware connected to the system.

   Countdown Sound Cues Allow Prelude to provide sound cues before recording the voice over audio track.

   Input Audio channels available for the audio hardware selected in the Source option.

   Preroll Enable and specify preroll for the voice over. The pre-roll countdown is a visual cue to give you time to prepare and begin the recording. Recording begins after the countdown reaches zero.

   Postroll Enable and specify postroll for the voice over. The post-roll countdown is a visual cue indicating the end of recording.

Captured Audio Specify or browse to a location where you want to save recorded audio files.

Audiometer Use the Audiometer to test the microphone and other audio devices connected to the computer. Fluctuations in the Audiometer confirm that the audio device is functioning correctly.

3 Click **Close** to exit **Voice-Over Record Settings** dialog.

Set the location for captured audio

1 Right-click on the audio track, and select **Voice-Over Record Settings**.

2 Use the **Captured Audio** field to either specify or browse-to a location on your computer, where you want to save recorded audio files.

3 Click **Close**.

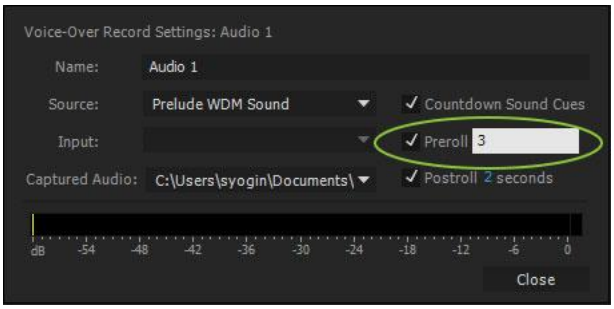
Record a Voice-over

You can record a voice-over on an audio track directly in the Timeline by following these steps:

1 Add an audio track (see Add Audio Track) or select an existing one on to which you want to record the voice-over.

2 Start a voice-over recording workflow by positioning the playhead at a point where you want to insert the voice-over.

3 Enable pre-roll countdown. When you position the playhead, the voice-over recording workflow starts. A pre-roll countdown appears as an overlay on the Monitor. You can specify pre-roll and post-roll countdowns in the Voice-over Record Settings dialog.



Access Voice-Over settings from Timeline

4 Click the button in the audio track's header to begin recording. Use the play-back controls on the monitor to pause/continue the recording.

Note:

*When using a predefined In/Out range, you don't have to click the Voice-over **Record** button. Recording automatically starts when playhead reaches the In point in the **Timeline**.*

5 Click the button to end recording.

Once recording is complete, an audio file of the recording is created. The audio file is imported as a new project item into the Project panel.

Open rough cut in other applications

If you have Adobe Premiere Pro installed on the same computer as Prelude, you can send the rough cut directly to Premiere Pro.

To create a file for use in applications such as Premiere Pro or Final Cut Pro running on a different computer, use the **Export** option.

Open rough cut, clip, or subclip in Premiere Pro

1. In the **Project** panel, select the rough cut and other clips or bins you want to send to Adobe Premiere Pro.
2. Select **File** > **Send To Premiere Pro**.

   Adobe Premiere Pro launches and prompts you to save the new project. If Adobe Premiere Pro is already open on your computer, the items from Prelude appear in the open project.
3. The rough cut is displayed in the **Project** panel. Double-click the rough cut in the **Project** panel.

   All the markers added in Prelude are available in Premiere Pro. You can edit markers added in Prelude in Premiere Pro.

Export to other applications

1. In the **Project** panel, select the rough cut and other clips or bins you want to export.
2. Select **File** > **Export** > **Project**.
3. In the **Destination** menu, do one of the following:
   - Select **Local Disk** to save the exported project on your computer.
   - Select **FTP Server** to upload the exported files to an FTP server.
4. Enter a name for the exported project.
5. From the **Type** menu, select either **Premiere Pro** or **Final Cut Pro XML** for final editing.
6. Select **Media** to export the project file along with its associated media. Prelude will copy the associated media to a subfolder at the specified location. You can edit the default name Prelude assigns to the subfolder.
7. Click **OK**. Do one of the following based on whether you previously chose to save to a local disk or to the FTP server.
   - Select a location on your computer to save the exported file.
   - Enter details for the FTP server for hosting the exported file.

   Navigate to the folder or directory to which you exported the project. Open the Adobe Premiere Pro project or the Final Cut Pro XML file.

Logging movie clips

Use the logging features in Adobe Prelude to create subclips, and add temporal markers. Temporal markers contain data about a specific portion of the movie clip. To add static metadata to the clip, use the **Metadata** panel.

The logging information and the added metadata are captured in an XMP file. For some formats such as QuickTime (.mov) the XMP information is written into the media file. For formats that don't support writing to the media file, like MXF, the XMP is written into a sidecar file. The sidecar file is stored at the same location as the media file.

Marker types

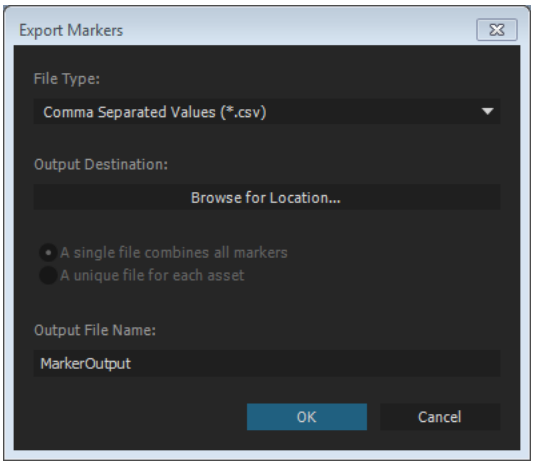
Marker Type	Description
Subclip	For creating In and Out points for subclips. When you save the project, the subclips appear in the **Project** view.
Comment	A comment or note about the selected part of the movie clip.

Exporting markers

You can export markers from selected assets as a CSV file (.csv), text file (.txt) or a well-formatted HTML (.html) page.

1 Select the media files in the Project panel.

2 Choose **File** > **Export** > **Markers**.



Export Markers

3 On the Export Markers dialog:

- **a** **File Type:** Specify the marker file type. There are three options - .txt, .csv, and .html.
- **b** **Output Destination:** Browse to a location on your computer where you want to save the file.
- **c** **Output File Name:** Provide a meaningful name for the output file.

4 Click **OK**.

Note:

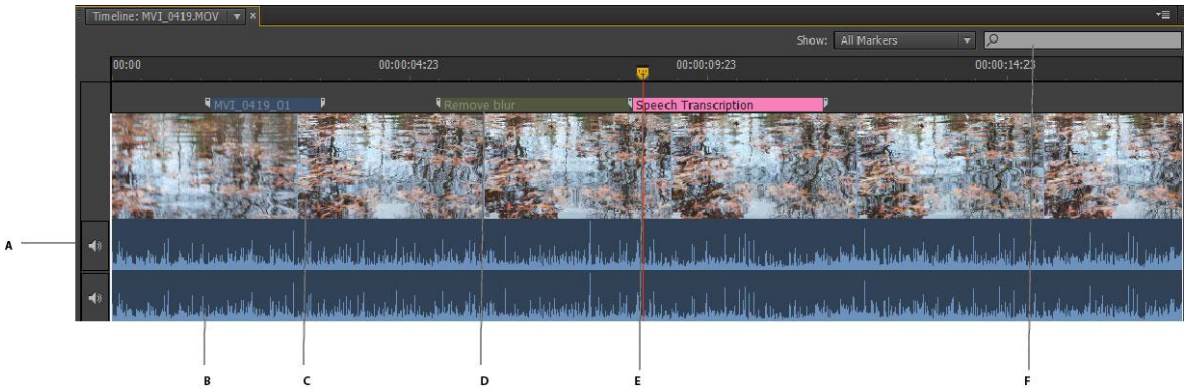
Only three fields display on the output file when exporting markers as a text (.txt) file. They are:

a. Asset Name

b. In Point

c. Description

Using the timeline



The Timeline panel
***A** Option to mute audio **B** Audio track **C** Video track **D** Marker **E** Current Time Indicator (CTI) **F** Option to find markers*

The markers in a movie clip appear in tracks above the timeline. Move the cursor above a movie clip to display information about the clip.

- Use the **Current Time Indicator / Playhead** to scrub the movie clip, or to move quickly to a specific point in the movie clip.
- Use the options in the **Show** menu to view specific markers added to the movie clip.
- Enter marker information in the **Search** field to search for a marker.
- Use the **Zoom** option to zoom in or zoom out of tracks in the timeline view.
- Use the keyboard shortcuts I and O to set In and Out points for markers.

Log movie clips (keyboard driven workflow)

1. To quickly open the default Logging workspace, Press *Alt+Shift+2* (Windows) or *Opt+Shift+2* (Mac OS).
2. Drag a movie clip from the **Project** panel to the timeline, or double-click a clip in the **Project** panel. The movie icon changes to green color when selected.
3. Play the movie. Use the JKL keyboard shortcuts to move among frames.
4. Using the main keyboard, press the following keys to add the corresponding markers:
   - To add a subclip marker, press *1*.
   - To add a comment marker, press *2*.

   Note:

   *If you have customized the list of markers or marker templates, the **Marker Type** panel displays the appropriate keyboard number beside each marker button.*
5. Enter information in the **Marker Inspector** panel.

   For example, you can change the default names assigned to subclips. Names and Descriptions of markers can also be edited in the text field, also called the **Heads Up Display** (HUD), that appears above the timeline.

   Note:

   *To set marker In and Out points when the **Heads Up Display** is enabled use Alt+I / Alt+O (Windows) or Opt+I / Opt+O (Mac OS).*

*Use the Alt/Opt key with the JKL keys to control playback, or with H to move back the number of seconds set in **Preferences**. Release Alt/Opt to continue typing into the HUD. Press Enter/Return key to close the HUD.*

If you have added markers for subclips, the subclips appear in the **Project** panel after you save the clip.

To mute an audio channel during playback, right-click/ctrl-click the audio channel in the timeline and select **Mute Audio Channel**. Alternatively, click the mute button to the left of the audio channel.

Log movie clips (menu driven workflow)

1 Select **Window** > **Workspace** > **Logging**.

2 Drag a movie clip from the **Project** panel to the timeline, or double-click a clip in the **Project** panel. Movie icon changes to green color upon selection.

In the **Marker** Type panel, click the marker that you want to add. The marker appears on the track above the movie clip. Its position is set based on the preferences set for marker duration.

3 Do one of the following:

- Use the **Set In Point** and **Set Out Point** buttons to set the time frame for the added marker.
- Use the **Timecode** in the **Marker** Inspector panel to set the In and Out points for the marker. Drag your cursor over the **Timecode** to change the value, or click to enter a value.
- Move the **Current Time Indicator / Playhead** to a position where you want to set the In or Out marker. Press I to set the In point, and O to set the Out point.

4 Enter information in the **Marker Inspector** panel. For example, you can change the default names assigned to subclips. Names and Descriptions of markers can also be edited in the **Heads Up Display** (HUD) that appears above the timeline.

*Drag to move markers added to the timeline. To select and navigate among markers, use the options in the **Marker** menu.*

If you have added markers for subclips, the subclips appear in the **Project** panel after you save the clip.

Create a marker template

A marker template is like a preset for a type of marker, it is not a new custom marker type.

For example, to identify usable portions of a movie clip, you use the comment marker with the label *Good Take* frequently. When you save such a comment marker as a template, Prelude creates a button in the **Marker Type** panel. When you click this button, a comment marker labeled *Good Take* is added to the movie clip.

The keyboard shortcuts for new markers depend on their sequence in the Marker Type panel. For a button that is placed sixth in the sequence, use *6* as the keyboard shortcut.

1 Select a marker in the **Timeline** panel that you want to save as a template.

2 Select **Marker** > **Save Marker as Template**.

3 Enter a name for the marker template. This name is used for the label of the button.

Add metadata to a movie clip

1 Select a clip to which you want to add metadata.

2 Select **Window** > **Metadata**.

3 In the **Metadata** panel, enter the required information for the selected movie clip.

Note:

***Metadata** panel has no **Save** button. All information that you add is automatically saved.*

Import and export metadata

The exported XMP file contains all the metadata in the open movie clip, including logging information. You can import and apply the metadata and timecode in the XMP file to a movie clip open in Prelude.

Import metadata

1 Select **Window** > **Unassociated Metadata**.

2 Click **Import**, and open the XMP file. You can also open more than one XMP file. The markers in the file are displayed.

3 Do one of the following:

- Select **Current Player Position** to insert markers imported from the XMP file at the location of the Current Time Indicator.
- Select **Marker Start Time** to specify the location of markers based on the start time assigned to them.

Export metadata

To save the metadata information in the file, select **File** > **Save metadata as.** The file is saved as an XMP file.

Setting Prelude preferences

Use the options in the **Preferences** dialog (**Edit** > **Preferences**) to change the default settings in Prelude.

General settings

Option	*Description*
Start Mode	The default option is **Start Native Mode**. The Library Panel gives you the ability to view clips on your media management system. If you have a created a Library panel using Prelude APIs that is displayed on startup, choose **Start Library Mode**.
At Startup	• **Show Welcome Screen**: Displays the Welcome screen at startup. • **Load Most Recent**: Loads the project that you worked on before you closed Prelude.

Timeline Playback Auto-Scrolling	• **No Scroll**: The focus of the timeline does not change when the **Current Time Indicator** moves offscreen. • **Page Scroll**: Displays a new view of the timeline after the **Current Time Indicator** moves offscreen. • **Smooth Scroll**: The **Current Time Indicator** remains in the middle of the screen, while the clips and time ruler move by.
Double clicking a clip or rough cut opens Marker List and Monitor Panel	Enables or disables the opening of the **Monitor** panels if those panels are closed in the workspace. If you use custom panels, and do not want the **Monitor** panels displayed when you open a clip or rough cut, disable this setting.
Project Loading Cache	Cache files help improve the opening time of Prelude. After you enable project cache, you can set preferences for cache files using the options. You can specify a limit for the cache files and the folder in which the Project cache files are stored using the options.

Appearance settings

The appearance settings allow you to change the overall appearance of the Prelude application.

Option	Description
Brightness	Set the brightness by dragging the slider.
Highlight Color	Set interactive controls and focus indicators by dragging the slider.

Audio settings

Option	Description
Play Audio While Scrubbing	Deselect this option to disable audio when scrubbing a movie on the timeline.
Automatically Conform Audio On Ingest	Set this preference to automatically conform audio during ingest. With this enhancement, all audio is available when required. Audio during playback is now available from the Project panel's thumbnail view.

Audio Hardware

Use this option to specify the default audio output device. When you click ASIO Settings, the **Audio Hardware Settings** dialog box is displayed.

Option	Description
Enable Devices (Windows)	Determines the connected audio device that is routed into and out of Prelude. If the device is an ASIO device, select the ASIO drivers for the device. If the sound card does not have manufacturer-supplied ASIO drivers, choose SoundMAX Integrated Digital High Definition Audio. To enable a device, be sure to install an up-to-date driver for the device (Windows.) To input more than two stereo channels or monitor 5.1 surround audio, the device driver must comply with the ASIO (Audio Stream Input Output) specification. If it does not comply, only stereo inputs and outputs are available regardless of the number of hardware inputs and outputs that are connected.
Default Device (Mac OS)	Select an input and output device from the **Default Device** menu.
Buffersize	Specifies the size of the buffer, in kilobytes, that Prelude uses for playing audio.
Device 32-bit Playback (Windows Only)	On the **Output** tab, check **Device 32-bit Playback** to enable 32-bit playback.

Audio Output Mapping

The audio output devices available in your computer appear in the **Map Output For** menu. To map to a different device on your computer, select the corresponding option from the menu.

The Cloud Cache Files are located under *C:\\Users\\<username>\\Documents\\Adobe\\Prelude\\<version-number>\\CreativeCloudCache* (Windows). Click Browse to save the files in a different location.

Media

When Prelude ingests video and audio in some formats, it processes and caches versions of these items that it can readily access when generating previews.

Option	Description
Save Media Cache Files Next To Originals When Possible	To store cache files with source files rather than in the media cache folder, select **Save Media Cache Files Next To Originals When Possible**. Click **Browse** to specify a location for the files.
Media cache database	A database retains links to each of the cached media files. This media cache database is shared with other applications. Each of these applications can read from and write to the same set of cached media files. If you change the location of the database in any of these applications, the location is updated for the other applications too. Each application can use its own cache folder, but the same database tracks them.
Indeterminate Media Timebase	Specifies the frame rate for sources.
Timecode	Select **Start at 00:00:00:00** if you want to reset the timecode in the original clip. Select **Media Source** if you want to retain the original timecode of the clip.

Frame Count	• **Start At 0**: Numbers every frame sequentially, with the first frame numbered 0. • **Start At 1**: Numbers every frame sequentially, with the first frame numbered 1. • **Timecode Conversion**: Generates frame number equivalents of the source timecode numbers.
Write XMP ID To Files On Import	The ID number is a unique value associated with an asset. It enables the application to recognize a file even if the filename has changed. Each application can use this information to manage cached previews and conformed audio files, preventing additional rendering and conforming. When this option is selected, XMP ID values are written to source files when they are imported into Prelude. If a file already has an XMP ID, then Prelude doesn't write a new one, and no change is made. Files from recent versions of Adobe applications will, in general, already have an XMP ID. **Important:** The **Write XMP IDs To Files On Import** preference only controls whether unique ID values are automatically written to files during import. This preference does not control whether XMP metadata is written to a file under other circumstances, such as when you edit metadata in the **Metadata** panel.
Growing Files	Growing files, in this context, are files that are edited as they are still being recorded. You can specify the refresh rate for such files using the **Refresh Growing Files** option.

Set memory preferences

You can specify the amount of RAM reserved for Prelude and other applications under **EditPreferencesMemory**. For example, as you reduce the amount of RAM reserved for other applications, the amount of RAM available for Prelude increases.

To maximize available memory, change the **Optimize Playback For** preference from **Performance** to **Memory**. Change this preference back to **Performance** when processes in Prelude no longer require memory optimization.

Set playback preferences

Option	Description
Audio device	The default audio device that is used for playback.
Video device	A video monitor other than your computer monitor, such as a broadcast monitor.
Disable video output when in the background	Disables video when Prelude is not the active application on your computer.
Step forward/Back many	Use Shift+Left Arrow and Shift+Right Arrow to step back many frames

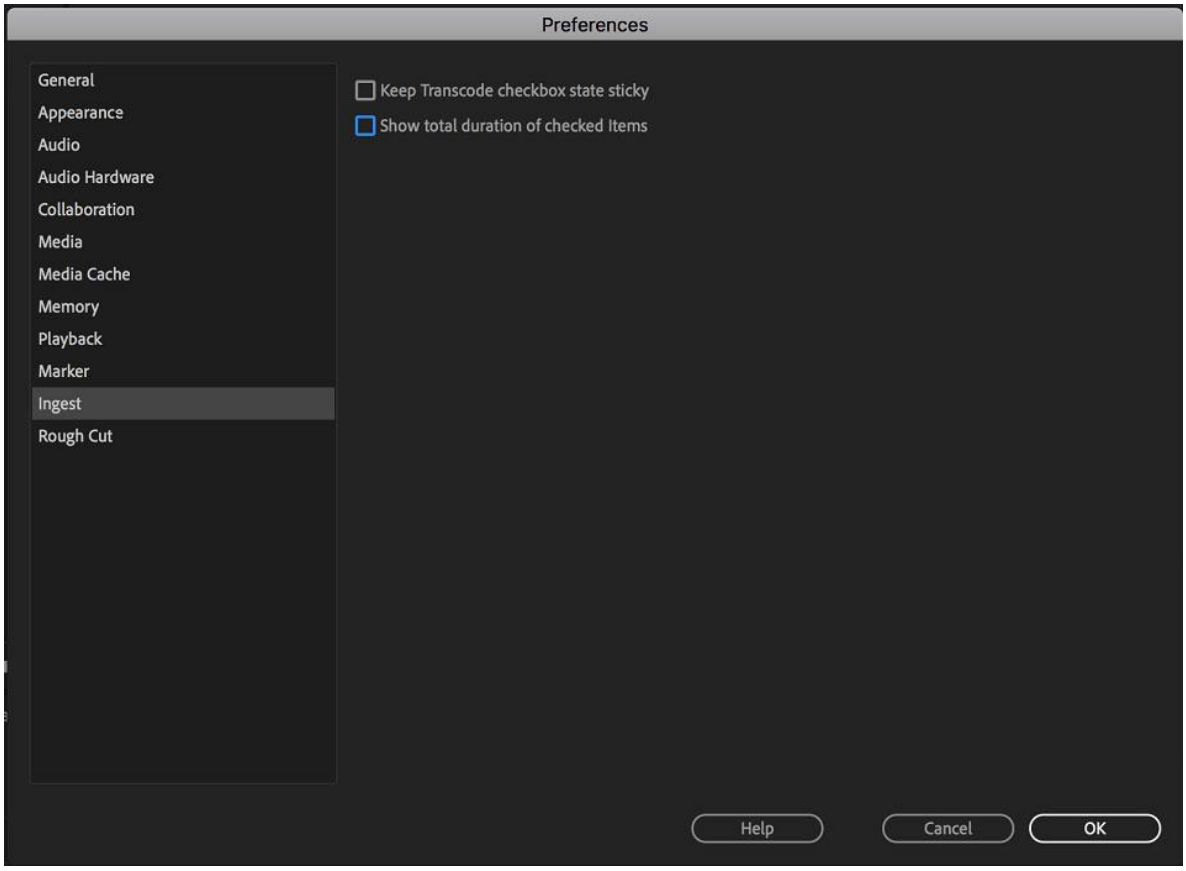
Set Marker preferences

Option	Description
Preroll	When you add markers during playback, you sometimes miss adding the marker at the exact time. For example, if you want to add the marker at 00:20:41:02 during playback, the delay in pressing the key can result in the marker getting added after the required time.
Adding a New Marker sets out point of previous marker	By default Prelude sets the Out point of a new marker to be the end of the clip. Enable this option to set the Out point of the previously added marker to the frame before the In point of the new marker. When this option is disabled, the new marker is added to a layer above the current layer in the timeline.
Stop Playback When a New Marker Is Added	Stops the playback of the movie in the **Monitor** panel when you add a marker.
Double-clicking a Marker Switches to the Marker Panel	Shifts the focus to the **Marker** panel when you double-click a marker.
Marker Type	In the **Marker** section, you can change the default colors for the various kinds of markers and specify a time interval for the markers. For example, if you want the comment markers to have a default time of 5 seconds, you specify the time in **Duration**.

Set Ingest preferences

Previous versions of Prelude remembered the last state of the **Transcode** option. This sometimes led to unwanted transcodes on subsequent ingests. With the **Edit** > **Preferences** > **Ingest** > **Keep Transcode checkbox sticky** option, you can choose whether the Transcode state is sticky or not between Prelude launches.

A new option **Show total duration of checked items** has been included in Prelude 8.0.1. By default, this option is enabled in Prelude. If you disable this option, you cannot see total duration of items checked in **Ingest** Browser. Thumbnails of media items are continuously generated.



Ingest preference to show total duration

Set Rough Cut preferences

You can apply Video and Audio transitions to rough cuts, specifying both the type and duration of transitions. You can also specify the default duration for still images.

Default Video Transition Type	Default Audio Transition Type
Cross Dissolve	Constant Power
Dip to Black	Constant Gain
Dip to White	

How to ingest media clips with Adobe Prelude

Video | Organize clips, subclips, and sequences in Prelude

Video | Organize clips, subclips, and sequences in Prelude

The video and audio from a file-based camcorder are contained in digital files. Ingest is the process of transferring data from the recording media and optionally transcoding to other formats.

You create a project before you ingest movie clips into Adobe Prelude. Prelude creates a project (.plproj) file for every project that you create.

A project file stores only references to the source files that you ingest. For this reason, project files remain fairly small.

Supported file formats for ingest

You can ingest video, audio-only (AIFF, mp3, and WAV), and still files (Adobe Illustrator, Adobe Photoshop, Bitmap, GIF, JPEG, PNG, TIFF, and icon files) into Prelude.

Note:

*Only static metadata is associated with still images in Prelude. For inclusion into rough cuts, still images are assigned a default duration of 150 frames. You can adjust this default duration in your preferences (**Preferences > General**). No markers are associated with still images in Prelude.*

The Panasonic P2 format Prelude supports the Panasonic Op-Atom variant of MXF, with video in DV, DVCPRO, DVCPRO 50, DVCPRO HD, or AVC-I formats.

The root of the P2 file structure is a CONTENTS folder. Each essence item (an item of video or audio) is contained in a separate MXF wrapper file. The video MXF files are in the VIDEO subfolder, and the audio MXF files are in the AUDIO subfolder. XML files in the CLIP subfolder contain the associations between essence files and the metadata associated with them.

For your computer to read P2 cards, it needs the appropriate driver, which you can download from the Panasonic website. Panasonic also provides the P2 Viewer application, with which you can browse and play media stored on a P2 card.

Note:

To use certain features with P2 files, you first change the file properties from read only to read and write. For example, to change the timecode metadata of a clip using the Timecode dialog box, you first set the file properties to read and write. Use the operating system file explorer to change file properties.

XDCAM and AVCHD formats You can find the video files from XDCAM HD camcorders in the CLIP folder, written in the MXF format. XDCAM EX camcorders write MP4 files into a folder named BPAV.

XMPilot is an optional add-on from Sony for some of their XDCAM HD cameras. Prelude translates **Planning** metadata in XMPilot to static metadata. Essence markers are converted to comment markers. Metadata collected and added to the XMPilot system during production is now maintained through post-production.

When using AVCHD files, ensure that you maintain the folder structure. Raw MTS files cannot be logged in Prelude.

HEVC format Prelude CC supports HEVC file formats.

High Efficiency Video Coding (HEVC) is a video codec that compresses video files using the H.265 format.

Create a project / Open an existing project

Use the options on the Welcome screen to create a project, or open an existing project.

If your project is already open in Prelude, choose from the following options:

- To create a project, select **File** > **New Project**. Alternatively, press *Ctrl+Alt+N* (Windows), or *Cmd+Opt+N* (Mac OS). Specify a name and location for the project file.

- To open an existing project, select **File** > **Open Project**. Alternatively, press *Ctrl+Shift+O* (Windows) or *Cmd+Shift+O* (Mac OS). Navigate to the location of the project file, and open it.

Ingest movie clips

You can ingest entire movie clips or a selected portion of the movie clips (partial ingest). You can also transcode the selected movie clips using more than one encoding option.

1 Select **File** > **Ingest**. Alternatively, press *Ctrl+I* (Win) or *Cmd+I* (Mac OS).

*To ingest the files to a specified bin, select the bin in the **Project** panel before you click Ingest.*

2 Navigate to the folder containing media, and click the folder. The contents of the folder are displayed in the center panel.

Tip: To access folders from which you previously ingested content, use the menu above the panel.

3 Do the following based on your requirements:

- To view content as Thumbnails, click the **Icon View** button.
- To view content as a list, click the **List View** button.
- To quickly preview the contents of a movie clip, drag the cursor across the thumbnail. You can also click the thumbnail and use the playhead to scrub the movie. Alternatively, use the JKL keys to control playback of the selected thumbnail.
- To change the thumbnail size of movie clips in the panel, use the **Zoom** slide bar.
- To view files of a specific file type, select an option from the **Files Of Type** menu. Repeat the procedure to choose more than one option. By default, all file types that Prelude supports are displayed.
- To view files from a specific source, select an option from the **View As** menu. If ingesting from a device, ensure that it is connected to your computer.
- To select clips for ingest, click the corresponding check box. Click **Check All** to select all clips for ingest.

4 To ingest a specific portion of a clip (partial ingest), click its thumbnail. Use the JKL keyboard shortcuts, or drag the playhead to navigate through the clip. Press I and O at the desired positions to set the In and Out points.

When using this feature, ensure that you enable the **Transcode** option. Transcoding is required for partial ingest.

5 To specify a location for the ingested files, select **Transfer Clips to Destination**, and do the following:

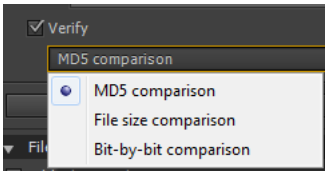
a To change the folder for the transferred files, select **Browse For Location** in the **Primary Destination** menu, and select a destination folder.

b (Optional) To create a subfolder for the transferred files in the selected folder, click **Add Subfolder**. Specify a name for the subfolder. Creating a subfolder helps accidental overwriting of files with the same name.

To transfer media files without transcoding, leave the **Transcode** option deselected.

To ensure that the copied files match the original, select **Verify**. This option is available only for the **Primary Destination**, and when the **Transcode** option is disabled.

MD5 Comparison: Performs an MD5 check and ensures that the source file is the same as the ingested file. **File Size Comparison**: Checks whether the file size of the ingested file is the same as the size of the original movie clip.**Bit by Bit Comparison**: Does a CRC check and verifies whether the checksum of the source file is the same as the ingested file. If the files are different, the checksums don't match, and the test fails.



MD5 verification for ingested files

6 To specify transcoding settings for the ingested files, select **Transcode**. Use the submenus to specify presets for transcoding the files. To specify more presets, add presets in Adobe Media Encoder. The presets are reflected in Prelude.

If you have Adobe Premiere Pro installed on your computer, select **Stitch Clips Together** to combine several selected clips into a single movie clip. Specify a name for the movie clip. After ingest, the newly stitched clip is displayed in the **Project** panel.

7 To transcode the selected files in more than one format or to transfer files to multiple locations, click **Add Destination**. Repeat the procedure.

Note:

Only files transferred to the primary destination appear in the Prelude project panel when ingesting is complete.

8 Click **Ingest**.

Files are transcoded using Adobe Media Encoder. The transcoded files are displayed in the destination folder after the transcoding process is complete.

To pause or cancel transcoding, use the corresponding buttons in the progress bar.

Renaming files during ingest

Before you rename files, you create a preset based on various parameters provided by Prelude. You then use the preset to rename selected files during ingest.

Renaming of files on disk works as intended with simple files like QuickTime, and when **Transfer Clips to Destination** is enabled.

Files that are a part of a complex folder structure (like P2) are not renamed. In such cases, the new name appears in the Prelude project because the new name is saved in metadata (**Dublin Core** > **Title**) and displayed as the clip name.

1 In the **File Rename** panel of the Ingest dialog, select **Rename Files**.

2 Do one of the following:

- To apply the new renaming preset to the movie clips copied to the primary destination and copies in more destinations, select **Apply to All Destinations**.
- To apply the new renaming preset to only the clips ingested to the primary destination, select **Apply to Primary Destination Only**.

3 To create a preset for naming files, do the following:

a Click the downward arrow icon next to the list of renaming presets, and choose **New Preset**.

b Click "+" to add an element to your custom naming preset. Select one of the following:

- **Autoincrement** increments the number associated with the name as files are named. You can choose to increment names by increments of 1, 01, 001, or 0001.
- In **Custom Text**, enter text based on your requirement. For example, the text can correspond to a project name or a separator between two elements.
- **Date** uses the timestamp associated with the files to name the files.
- **File Name** uses the original file name (without the extension), as an element in the new name.

c Click **Save** to save the preset. Enter a name for the preset. Ensure that the name doesn't contain spaces.

d To add other elements, click the "+" button again.

4 To go back to the **File Rename** panel without saving changes, click "x". To delete a preset, click the **Trash** icon.

Edit file naming presets

1 Select the preset in the menu.

2 Click the downward icon next to the menu, and select **Edit**.

3 Edit the values as required, and click **Save**.

4 To save the preset with a different name, select **Save As**. Enter a new name for the preset.

You can store your File Metadata preset in a system-wide location that prevents other users from modifying the preset. The shared location is C:\\Users\\Public\\Documents\\Adobe\\Prelude\\3.0\\Presets\\Metadata (Windows) and /Users/Shared/Adobe/Prelude/3.0/Presets/Metadata. (Mac OS) .

Share file naming presets

Consistent naming conventions can be useful in collaborative workflows. After creating a preset at a specified location, you can share it with multiple users. The people you shared the preset with can import the preset file into Prelude. After import, Prelude copies the preset to an appropriate location on the computer.

To import a preset, click the downward arrow next to the Preset menu, and select Import Preset. Select the presets that you want to import and click Open.

All the presets are stored at a specific location on your computer. To locate the presets on your computer, click the downward icon next to the Preset menu, and select Show in Explorer or Show in Finder.

Add metadata to the files being ingested

You can add metadata to movie clips before ingesting them in Prelude. The metadata is reflected in the **Metadata** panel.

Similar to renaming files during ingest, you create a custom form (or schema) to be applied to each ingested clip as XMP metadata. The metadata presets can be shared and imported. Sharing metadata helps establish consistent sets of metadata your teams can use when organizing assets and content.

1 In the **File Metadata** panel of the Ingest dialog, select **Add File Metadata**.

2 Do one of the following:

- To apply the new preset to movie clips copied to the primary destination and copies saved to other destinations, select **Apply to All Destinations.**

- To apply the new preset to only the clips ingested to the primary destination, select **Apply to Primary Destination Only**.

3 To create a preset, do the following:

   a Click the downward arrow icon next to the list of metadata presets, and choose "**New Preset**".

   b Click "+" to add a metadata field.

   c Enter a name for the metadata field. Ensure that the name doesn't contain spaces.

   d For mandatory fields, click the check box next to the asterisk (*).

   e Optionally, in **Input Metadata Value**, enter the value for the preset.

   f Click **Save** to save the preset.

   g To add more fields, click the "+" button again.

   Note:

   The metadata name and the metadata value together are called the metadata pair or key-value pair. You can choose to provide a default value to the name or add the value dynamically during ingest.

4 To edit a preset, do the following:

   a Select a preset in the menu.

   b Click the downward icon next to the menu, and select **Edit**.

   c Edit the values as required, and click **Save**.

   d To save the preset with a different name, select **Save** As. Enter a new name for the preset.

5 To import a preset, click the downward arrow next to the **Preset** menu, and select **Import Preset**. Select the presets that you want to import and click **Open**.

   All the presets are stored at a specific location on your computer. To locate the presets on your computer, click the downward icon next to the **Preset** menu, and select **Show in Explorer** or **Show in Finder**.

   When collaborating, you can share presets with other editors.

6 To go back to the **Metadata** panel without saving changes, click "x". To delete a preset, click the **Trash** icon.

You can store your File Metadata preset in a system-wide location that prevents other users from modifying the preset. The shared location is C:\\Users\\Public\\Documents\\Adobe\\Prelude\\3.0\\Presets\\Metadata (Windows) and /Users/Shared/Adobe/Prelude/3.0/Presets/Metadata (Mac OS).

Relinking files moved to another location

The project file contains references to the location of ingested files. If you move these files to a different location on your computer, they are no longer available to your project. To continue using the moved files in your project, relink them using the options in Prelude.

When you open a project containing files that have moved since you last opened the project, a list of such files is displayed. Click **Yes** to relink the files by specifying their current location. If you choose to not relink the files, you can manually relink the files later.

1 In the **Project** panel, right-click the file with the offline icon , and select **Relink**. To select multiple files that exist at the same location, use Ctrl-click/Cmd-click or Shift-click.

2 Navigate to the folder containing the files and select a file. Prelude uses this location to relink all the other files in your selection.

3 Click **Open**.

The Prelude workspace

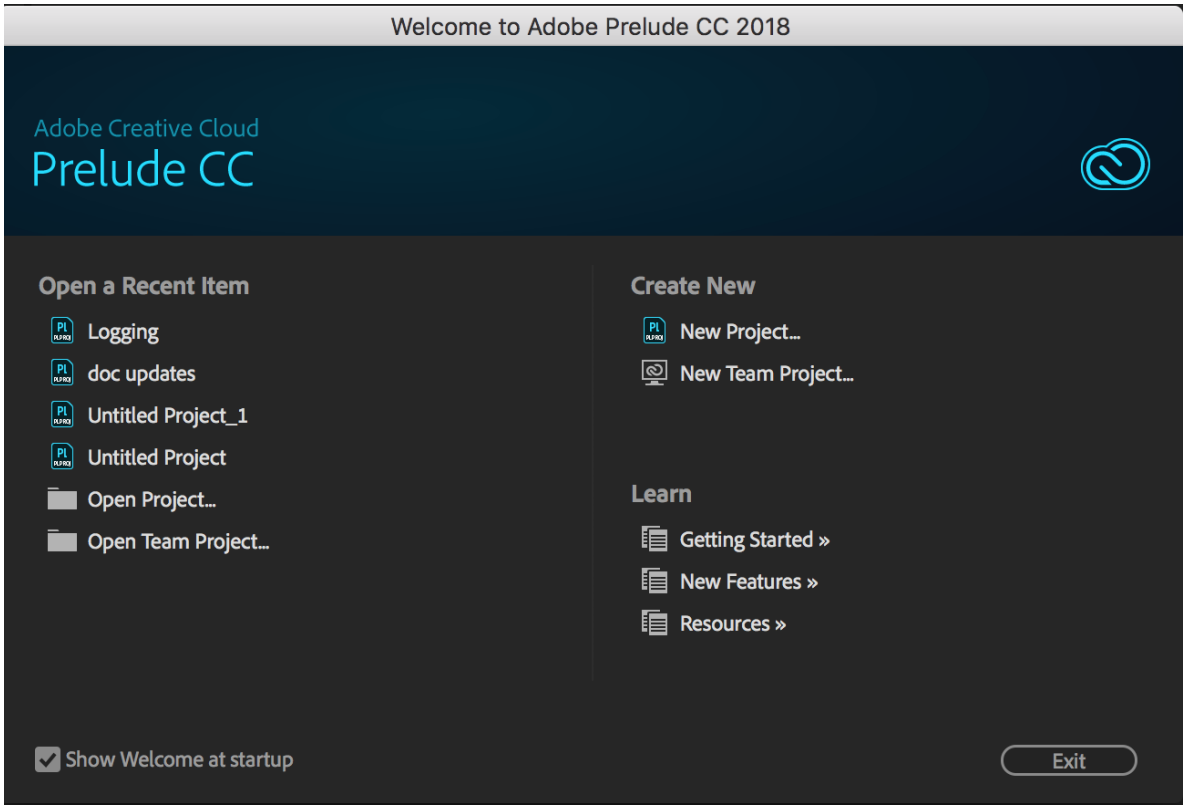
Welcome screen

The **Welcome Screen** appears when you open Prelude. Use the **Welcome Screen** to create a project, open an existing project, or access Help for Prelude.

To disable the **Welcome Screen** at launch, disable the option **Show Welcome Screen at Startup** on the **Welcome Screen**.

If you disable the **Welcome Screen**, the last opened project launches when you relaunch Prelude. To re-enable the **Welcome Screen**, open the **Preferences** dialog, and select **Show Welcome Screen** in the **At Startup** menu.

You can also open and create a Team Projects project from the welcomescreen.



Prelude welcome screen

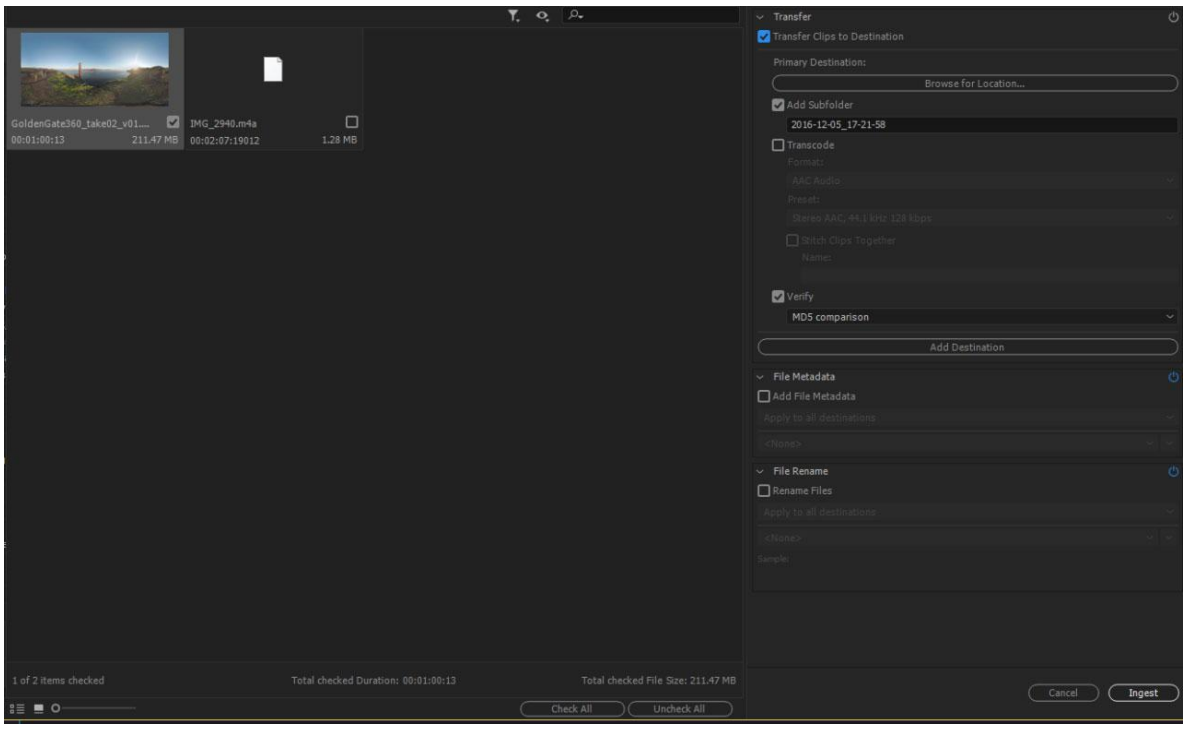
The Ingest dialog

Use the **Ingest** dialog box to select and ingest movie clips. You can also select folders and rough cuts. When you choose a folder, all the associated movie clips in it are ingested.

You can ingest clips from your computer, other software, or attached devices such as an external hard disk, video camera, or camera card. You can ingest a portion of a clip (partial ingest) by setting In and Out points on the clip thumbnail and enabling transcoding in the **Transfer Clips To Destination** section. You can also choose a transcode option that best suits your editing requirements.

Transfer, **Transcode** and **Stich Clips** options are also availablein Ingest window. Prelude allows you to add metadata and rename files before ingesting them.

To view the location of the clips on your computer, right-click the clip in the list or thumbnail view. Select **Reveal in Explorer** (Windows), or **Reveal in Finder** (Mac OS).

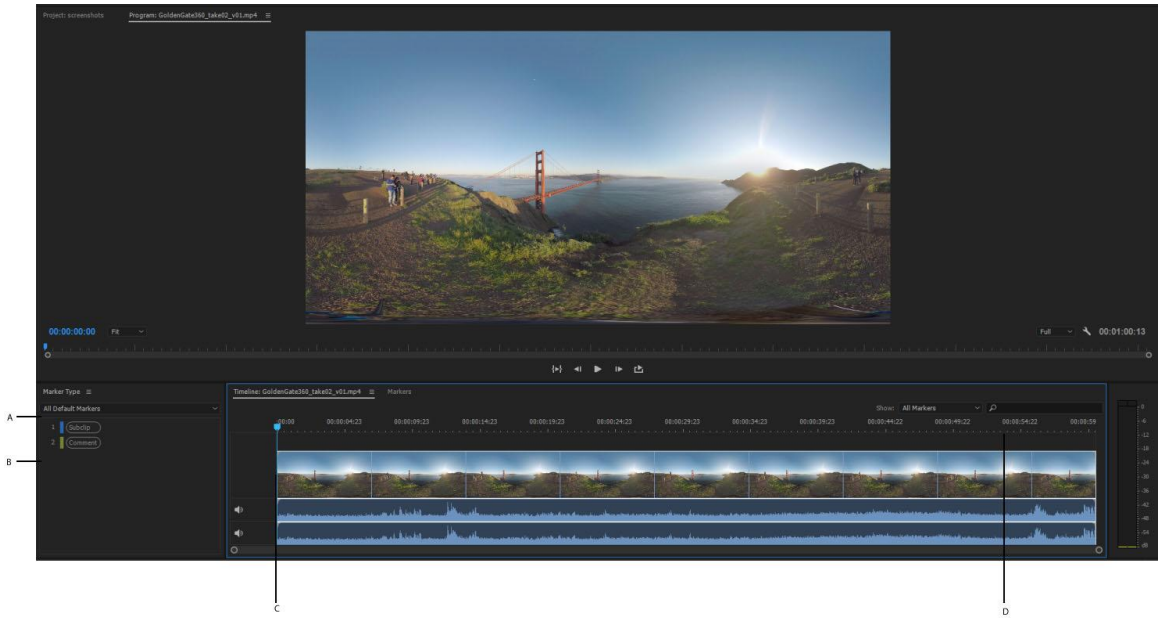


Ingest dialog

Logging, List, and Rough Cut workspaces

The default workspaces available in Prelude are designed to show panel arrangements optimized for tasks like logging or working with rough cuts.

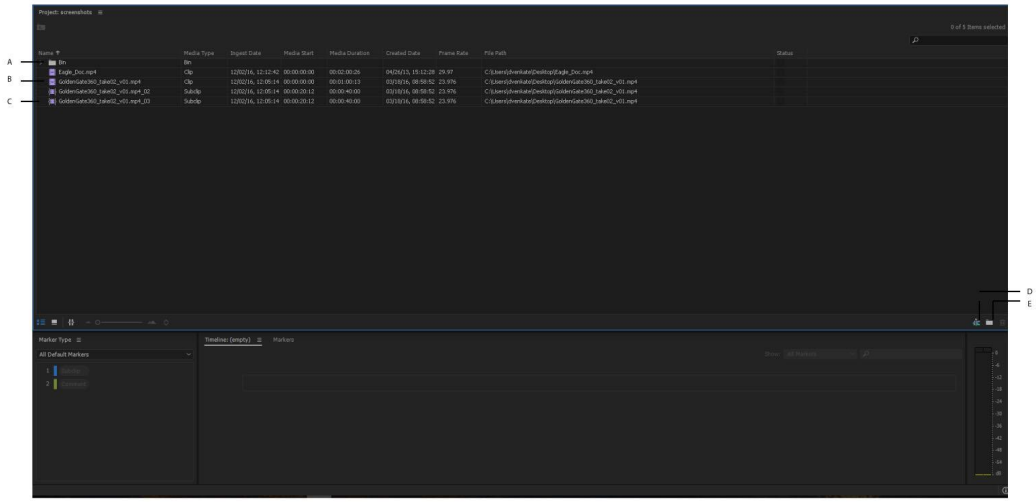
The Logging workspace



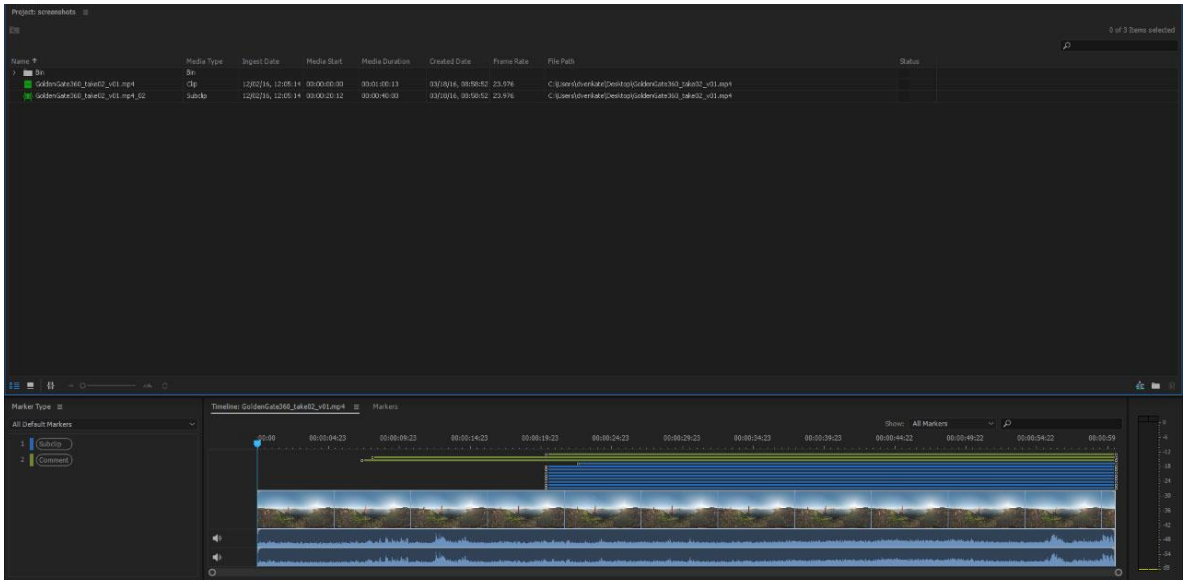
The Marker Type panel
***A** Metadata marker panel **B** Marker buttons **C** Current time indicator **D** Search option for markers*

The **Logging** workspace is optimized for quickly adding metadata and creating subclips. Add markers and other metadata to quickly organize and search clips. You can use the metadata when you export to Adobe Premiere Pro or other applications.

The List workspace



List workspace
***A** Bin **B** Movie clip **C** Subclip **D** Create rough cut **E** Create bin*

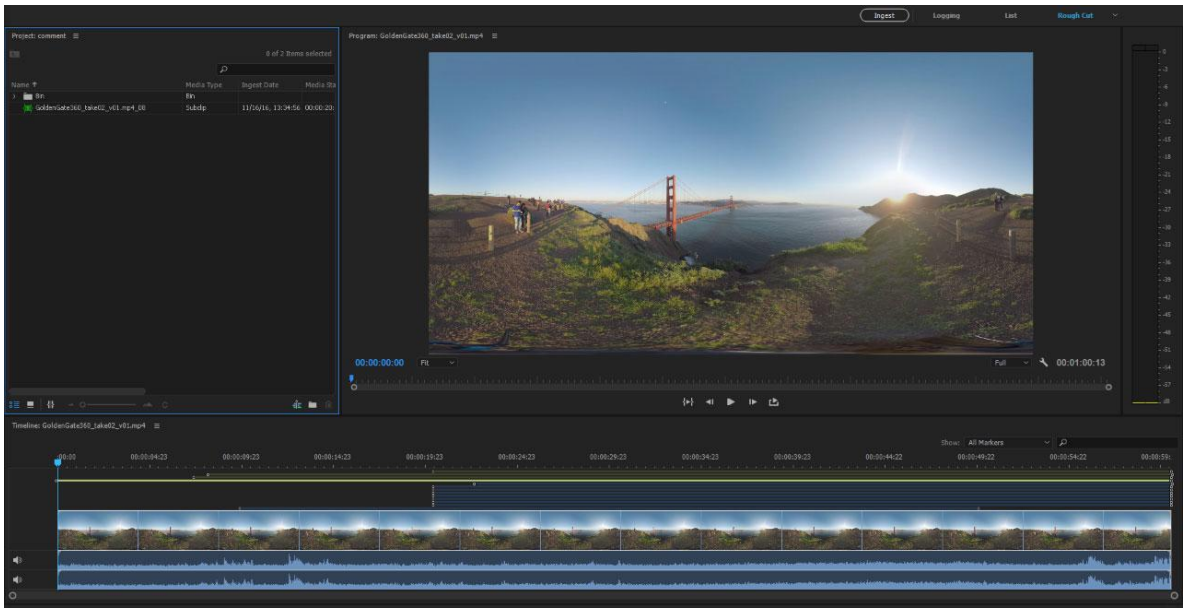


List workspace

In the **Project** panel, you organize project contents much as you use folders to organize files. Bins can contain clips, subclips, and rough cuts. Use the **Project** panel to create a rough cut, and then add subclips to the rough cut.

Reorder content in the **Project** panel by dragging it to a new location.

The Rough Cut workspace



Rough cut workspace

Open the rough cut that you created and add clips and subclips to the timeline. When you export the rough cuts to Adobe Premiere Pro or other applications, all the organizational and metadata information of the clips is retained.

*Use the options in the **Show** menu to selectively display markers in the timeline.*

Creating custom workspaces

Use the **Window** menu to access panels in Prelude. As in other Adobe applications, you can float and dock panels and frames. You can also create custom workspaces. To access custom **Workspaces**, select **Window** > **Workspace**, and choose from the options.

If you have a customized workspace that you use frequently, you can create a custom workspace using **Window** > **Workspace** > **New Workspace**. The custom workspace is added to the **Window** > **Workspace** menu. To go back to the default workspace, select **Window** > **Workspace** > **Reset Current Workspace**.

Note:

A frame is a set of grouped panels.

Reorder contents in a panel and across panels by dragging them to their new location.

Panels in Prelude

Here is a partial list of panels in Prelude:

Panel	*Description*
Extensions	Contains extensions or plug-ins for extending the functionality of Prelude. If no **Extensions** or plug-ins are available, this option is disabled. Flash Panel is not supported. Prelude extentions only support html format.
	Displays the audio level for the movie being played in the timeline.
Events	Lists warnings, error messages, and other information for identifying and troubleshooting problems. You can also access and filter the events based on Information, Warning, and Error.
History	Use the **History** panel to jump to any state of the project created during the current working session. Every time you apply a change to some part of the project, the new state of that project is added to the panel. You can modify the project from the state you select. Right-click a state in the **History** panel to view the available options. The **History** panel is cleared when you switch between an open clip and a rough cut. It is also cleared when you save the open clip or rough cut.
Markers	Displays all the markers in the movie that is currently open. This panel also allows you to change the timecode of the In and Out points, or edit the marker description. You can also edit the name of the markers.

Event panel filtering options

Use the Events Panel to view and filter the warnings, error messages, and other information to identify and troubleshoot problems. You can also access and filter the events based on Information, Warning, and Error.

1 Select **Window> Events** or select any of the icons , , or displayed at the lower right corner of the screen.

Note:

The icon is displayed based on the stored Events: Information , Warning or Error .

Events
Show Event Type:
Show all
Type
Show all
Information
Warning
Error
ingest file: "C:\Work Rocks!\Prelude\Capture.PNG" failed. Reason: The file you selected "C:\Work Rocks!\Prel
ingest file: "C:\Work Rocks!\Prelude\Events.PNG" failed. Reason: The file you selected "C:\Work Rocks!\Prelu
ingest file: "C:\Work Rocks!\Prelude\M1F1-int32C-AFsp.aif" failed. Reason: The file you selected "C:\Work Ro
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\M1F1-mulawC-AFsp.aif" failed. Reason: C:\Work Rocks!\Prelude\M1F1-m
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\Pnossnd.aif" failed. Reason: C:\Work Rocks!\Prelude\Pnossnd.aif
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\SampleAudio_0.5mb.mp3" failed. Reason: The file you selected "C:\Wor
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\SampleAudio_0.7mb.mp3" failed. Reason: The file you selected "C:\Wor
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\crash_dump.PNG" failed. Reason: The file you selected "C:\Work Rocks!
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\error.PNG" failed. Reason: The file you selected "C:\Work Rocks!\Prelud
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\information.PNG" failed. Reason: The file you selected "C:\Work Rocks!\
06/06/16 16:08... Ingest task - ingest file: "C:\Work Rocks!\Prelude\warning.PNG" failed. Reason: The file you selected "C:\Work Rocks!\Prel

Events panel

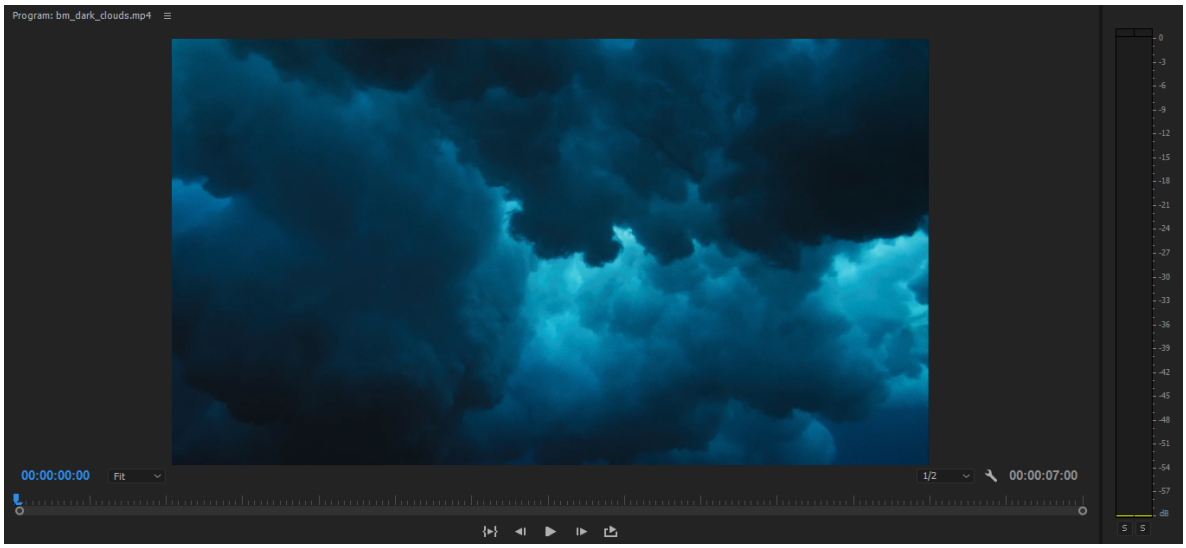
2 In the **Events** dialog box, select the drop-down arrow next to the **Show Event Type** to filter the events based on **Information, Warning, and Error**.

3 Select **Show All** to display all the events.

4 Select **Events> Close** to close the **Events** panel.

5 To close the panel group, select **Events> Panel Group Settings> Close Panel Group**.

Program Monitor



Program Monitor workspace

Double-click a movie clip in the **Project** panel to open it for playback in the **Program Monitor** panel. The Program Monitor *gives you access to the standard play and navigation options. You can use the timecode, playback buttons, or the playhead to navigate the movie.*

The **Play In-Out** option allows play back of a movie for the duration of a selected marker.

Use the keyboard shortcuts J, K, and L to preview the movie clip. For greater control, use a combination of J and K keys to move backward slowly, and K and L keys to move forward slowly.

Set display quality

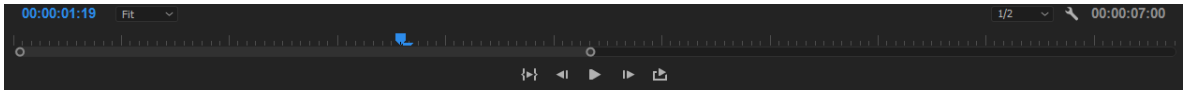
Some formats are difficult to display in full-motion playback because of their high compression or high data rate. A lower resolution permits faster motion playback but at the expense of image quality. This tradeoff is most noticeable when you view AVCHD and other H.264 -codec based media. Below full resolution these formats have error correction turned off, and artifacts are common during playback. These artifacts, however, do not show up in exported media.

Use separate playback and pause resolutions to gain more control over the monitoring experience. With high-resolution footage, set playback resolution to a lower value (for example, 1/4) for smooth playback, and set the **Pause resolution** to **Full**. These settings allow you to check the quality of focus or edge details when you pause playback. Scrubbing puts the monitor in playback resolution, not pause resolution.

1 Click the **Output** button.

2 Select an option for **Playback Resolution** and **Paused Resolution**.

Zoom Bar



Zoom Bar

To zoom into the timeline, drag the Zoom Bar located below the current time indicator.

Tag panel and Tag templates

About Tag templates

A tag template is a shareable collection of buttons and associated metadata. When reviewing media, the tag template is loaded and supplies the tags that are used to log the assets. The buttons are created and arranged using the tag template editor in Prelude.

Creating and using a Tag template

Follow the steps below to create, save, and apply a Tag template.

1 Choose **Window** > **Tag** from the main menu.

Tag template window
***A** Edit template **B** Save template **C** Create template **D** Import template*

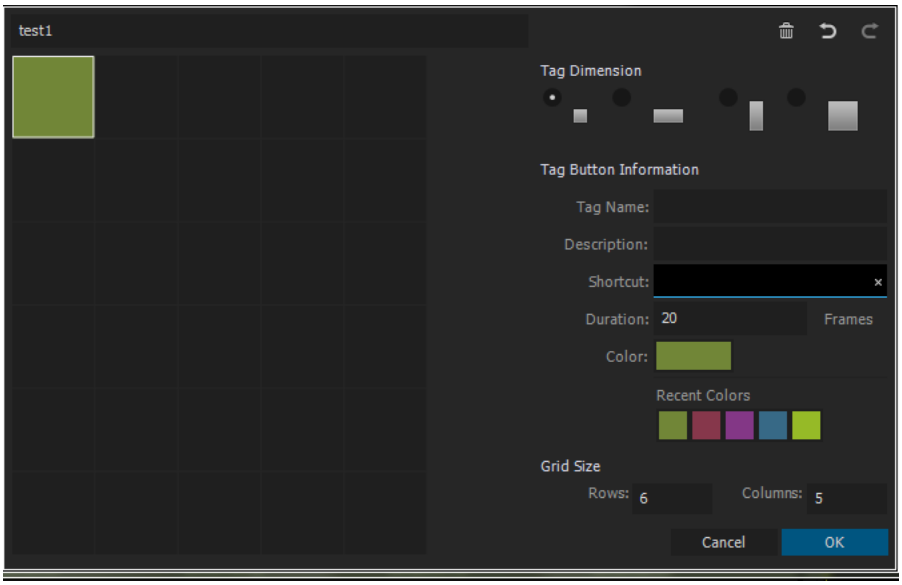
2 Click to create a new tag template.

3 Save the template as a JSON file. Tag templates are stored as JSON files for easy interchange and compatibility with other applications and web services.

Templates are stored by default in the *Adobe\\Prelude\\<version-number>\\TagTemplates* folder. You can change the location of your saved templates to a different folder.

4 You can create your tags in the Tag Template window.The default size of the grid is six rows and five columns. You can customize your tag with the following settings:

- **Tag Dimension** - Select a cell in the grid. Then select the size and shape of the button to represent your tag from the four available options. The button options are dynamic, and if you select a cell in the grid where the one of the button sizes do not fit, that button size is shown as disabled.
- **Tag Button Information** - Customize each Tag Button with the following settings:
  - **Tag Name: Name** (label) of each Tag Button
  - **Description**: Specifies metadata payload description
  - **Duration**: Duration of a new marker created in the Timeline with the tag included
  - **Color**: Prelude keeps track of the last seven recent colors used for the Tag Buttons.
- **Grid Size** - Adjust the template dimensions using the **GRID SIZE** controls at the bottom of the dialog.



Tag template editor

5 Click **OK** to save your tag template settings. The **Tag** panel gets populated with the templates that were created.

6 You can now use the tag template to tag your media.

- A new marker is added everytime you add a tag, whether or not marker is selected in **Timeline**.

a Ingest your media into Prelude.

b Open a clip.

c Play your clip. As the clip is played, click the Tag Button you want to add to your clip. Tags appear as **COMMENT MARKERS** in both the **Timeline** and in the **Marker List Panel**. The **Tag Name** appears as the **Marker Name** in the **Marker List Panel**.

Other actions with tag templates

Switch to a different template

You can load multiple tag templates at once. All tag templates that are loaded are displayed in the drop--down menu at the top of the panel. You can switch between the different tag templates at any time.

Import templates

Click the **Import** button on the upper left corner of the **Tag panel**. Navigate to the location where the tag template is stored. Select the desired template and click **OK** to load it into Prelude.

Edit templates

You can edit your tag templates at any time to add, remove, or modify your Tag Buttons. To edit a tag template, first load and select the tag Template as the current template. Click **Edit** to open the **Tag Template** editor dialog box. Make your changes and click **OK** to save the changes.

Assign shortcuts

You can assign a keyboard shortcut for each template in the Tag panel.

1 Import the Tag.

2 Click the Edit icon to open the Tag panel.

3 Assign a shortcut in the Shortcut field.

4 Click OK to save the changes..

Select the Tag before using the assigned keyboard shortcut.

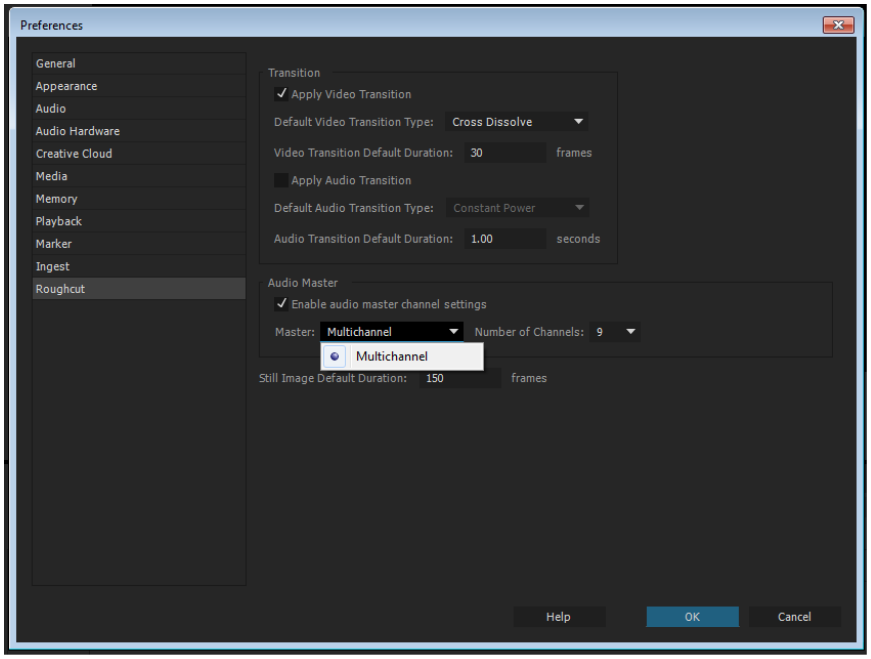
To switch quickly between different panels, use the keyboard shortcuts Ctrl+Shift+. to select the next panel and Ctrl+Shift+, to select the previous panel.

Chapter 3: Audio and video

Using Audio Channel Mapping with Prelude

New in Adobe Prelude CC 2015.3 | March 2016

Multichannel Audio tracks in Rough Cut



Multichannel Audio tracks

To output multichannel audio, you would use a multichannel master track. This enables you to output up to 32 channels of audio. Using the multichannel master track, the multichannel master can be set to one channel for output and any other number of channels up to 32 channels.

To set the number of channels in rough cut, use the following steps:

- For Windows, select Edit > Preferences > rough cut > Master: Multichannel.
- For Mac, select Prelude > Preferences > rough cut > Master: Multichannel

Output Channel Mapping

You can specify the channel in an output audio device for each track in a rough cut with multiple audio tracks. To map channels, use the Track Output Channel Assignment pane. Prelude provides you the functionality to play each rough cut track through the specified output channel. For example, your project may have a six track rough cut. However, your system hardware may support only two channels. You can now specify which of the two hardware channels carries each of the six rough cut tracks.

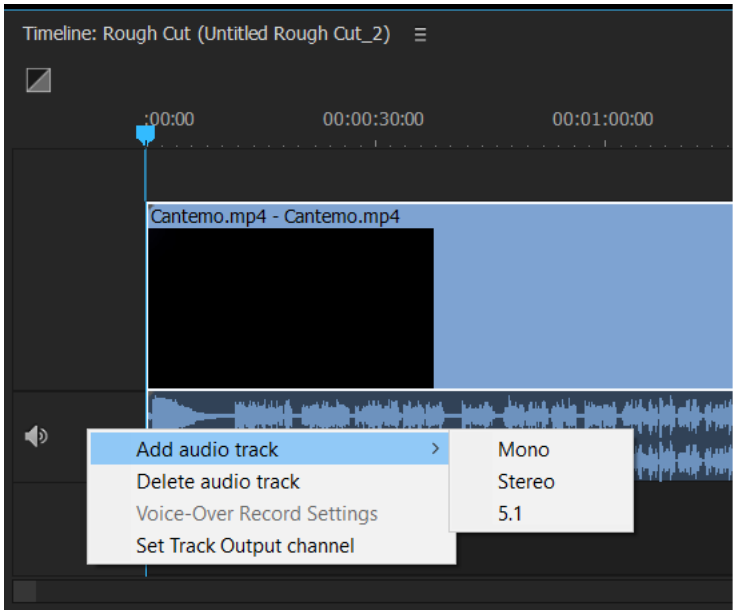
16-channel rough cuts, however, remain mapped to 16 output channels if the selected hardware device has fewer than 16 channels. For example, the selected device may have only two channels. You can then map only the first two channels of a 16-channel rough cut to the two hardware channels.

Use the Track Output Channel Assignment pane to set channel mapping for each audio track in rough cut.

- Right click Left pane of the audio track in Rough Cut timeline
- Select the Set Track Output Channel
- Select the Track Output Channel Assignment pane

Note:

The Set Track Output Channel pane is disabled for mono, stereo and 5.1 types of rough cut.



Output Channel Mapping

Default Channel assignment and Panning for multichannel master track rough cut

Audio Track	Channel	Panning
1	1-2	-100
2	1-2	100
3	3-4	-100
4	3-4	100
5	5-6	-100

6	5-6	100
7	7-8	-100
8	7-8	100
9	9-10	-100
10	9-10	100
11	11-12	-100
12	11-12	100
13	13-14	-100
14	13-14	100
15	15-16	-100
16	15-16	100
17	17-18	-100
18	17-18	100
19	19-20	-100
20	19-20	100
21	21-22	-100
22	21-22	100
23	23-24	-100
24	23-24	100
25	25-26	-100
26	25-26	100
27	27-28	-100
28	27-28	100
29	29-30	-100
30	29-30	100
31	31-32	-100
31	31-32	100

Default channel assignment for 5.1 tracks

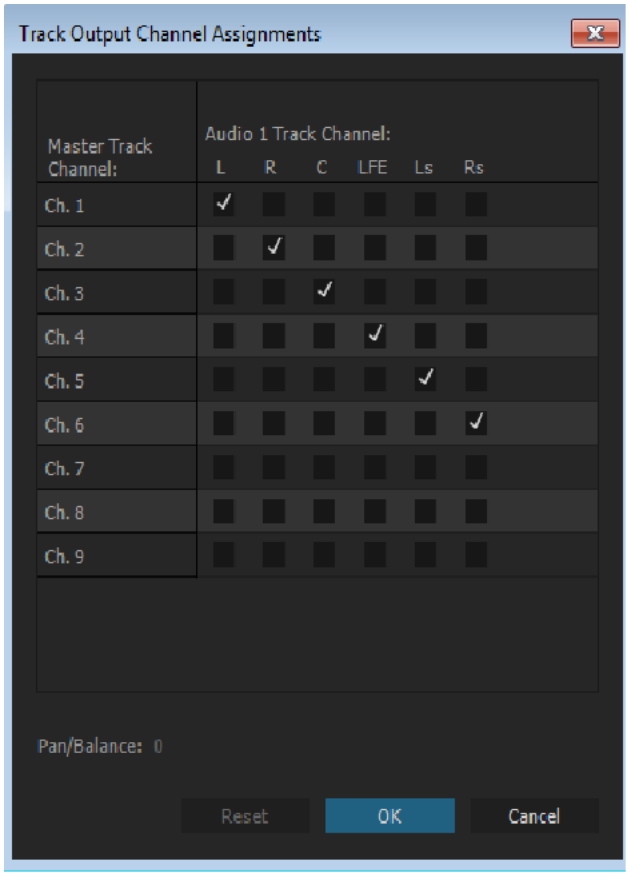
Audio track Channel L	Channel 1
Audio track Channel R	Channel 2
Audio track Channel C	Channel 3
Audio track Channel LFE	Channel 4
Audio track Channel Ls	Channel 5
Audio track Channel Rs	Channel 6

Default channel assignment for Voice over Tracks

Channel : 1-2	Panning : 0

Note:

Panning gets disabled if there's a 5.1 audio track and multi-channel Rough cut with 1 channel.



Default Channel assignment for Voice over Tracks

Learn how to work with video clips in Adobe Prelude

Adobe Prelude software is a video ingest and logging tool that helps you quickly tag and transcode raw footage from file-based cameras. It is an open platform that supports customized integration with third-party technologies and management systems.

Introduction to Adobe Prelude

Introduction to Adobe Prelude

You could also check out this video from Video2Brain. http://www.video2brain.com/en/videos-13357.htm

Workflow

1. Create a project / Open an existing project

Adobe Prelude creates a project (.plproj) file for every project that you create in Prelude. The project file contains references to the media you add to your project.

A project file stores only references to the source files that you ingest. For this reason, project files remain fairly small. Because only references to the source files are stored, you don't need to worry about moving, renaming, or deleting your source files. If media files are moved or renamed, you can reconnect such media to your project using the **Relink** command available in the **File** menu.

2. Ingest raw footage

Ingest entire movie clips, or only portions of a clip (partial ingest). Choose a codec that best suits your editing requirements.

File-size and byte-level checks help you immediately identify whether the footage was ingested successfully.

3. Organize ingested footage

You can reorder the sequence of clips by moving them in the project view. Use bins to organize project contents much as you use folders to organize files. Bins can contain clips, subclips, and rough cuts.

4. Log video clips

Use interface options or keyboard shortcuts to add temporal metadata to clips, and create subclips. Markers and other temporal metadata help you quickly organize and search clips. You can leverage the metadata information when you export to other software such as Adobe Premiere Pro.

5. Create rough cuts

Create rough cuts from clips and subclips before sending them to other software such as Adobe Premiere Pro for final editing.

6. Export to Adobe Premiere Pro/Final Cut Pro

You can export rough cuts, clips, subclips, and bins to an Adobe Premiere Pro project or FCP XML file. Alternatively, you can send the rough cut to Adobe Premiere Pro directly for editing.

The organization and metadata information from Prelude is carried over to Adobe Premiere Pro. This seamless workflow reduces post-production time and effort when you create the final cut of a movie.

Extending Prelude

Adobe technical partners can use the Prelude SDK to customize Prelude.

- Leverage XMP-based open platform capabilities of Adobe Prelude to integrate with third-party technologies and asset management systems.
- Create searchable, custom, temporal-based markers through ActionScript® panels that capture information for your project or organization.
- Import event metadata from other workflow-specific sources. Then add it to your footage in Prelude by importing it as an XMP stream or file.

Chapter 4: Collaboration with Prelude

Rough cut and Edit using Team Projects

Prelude allows you to create and edit a rough cut in Team Projects Beta and share your rough cuts with other users. Previously, you could only open the clip and add markers and metadata to organize and search subclips.

The Team Projects Rough Cut feature also enables you to share your rough cuts with other Adobe applications such as Premiere Pro and After Effects.

Logging in to the Team Projects server

1. Click **File > Team Projects > Sign In...** to log in to the Team Projects server.
2. Enter the server name, user name, and password.

Adding and deleting clips from rough cuts

Keep the following points in mind when adding and deleting clips from rough cuts:

- The frame rate of the rough cut sequence should be the same as that of the first subclip.
- The frame rate of the rough cut sequence does not change if subclips are reordered in the rough cut.
- The frame rate of the rough cut sequence does not change if the first subclip is deleted.
- The frame rate of the rough cut sequence can be changed if all subclips are deleted and a new one is added.
- Audio only clips, images, and hard subclips can be added or deleted from a rough cut.
- An offline clip or subclip cannot be added to a rough cut.

Using rough cuts with Premiere Pro

- A rough cut that is created in Prelude can be opened in Premiere Pro directly. A sequence created in Premiere Pro can be opened and edited in Prelude only when the sequence meets the rough cut bar.
- If a rough cut created in Prelude contains an audio-only clip, it is placed at the audio track in Premiere Pro.
- If a rough cut created in Prelude is edited in Premiere Pro, it cannot be opened again in Prelude if the rough cut does not meet the rough cut bar.

For additional information, see Exporting files from Prelude section in Premiere Pro.

Previewing rough cuts

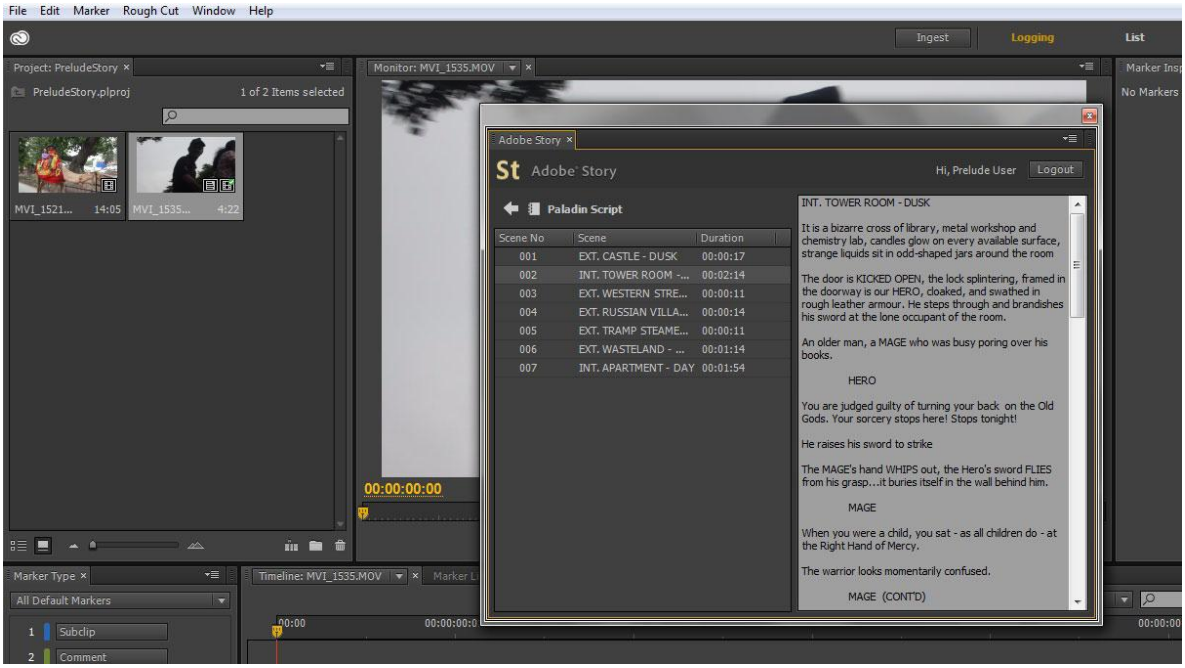
You can preview a rough cut in the production panel; thumbnail view is also available.

You can play a rough cut in the monitor panel as a sequence.

Linking Adobe Story scripts with movie clips in Prelude

You can link movie clips in Prelude with Adobe Story scripts to work on it further by following these steps.

1. Select **Window** > **Adobe Story**.
2. Log in to Adobe Story using your Adobe ID credentials.
3. Open the script containing scenes to be associated with the movie clips in Prelude.
4. Select a scene from the script and drag it to the movie clip in Prelude. After the script is linked, the badge for attached script appears on the clip.


File Edit Marker Rough Cut Window Help
Ingest
Logging
List
Project: PreludeStory
PreludeStory.plproj
1 of 2 Items selected
MVI_1521... 14:05
MVI_1535... 4:22
Monitor: MVI_1535.MOV
00:00:00:00
Adobe Story
Hi, Prelude User
Logout
Paladin Script
Scene No
Scene
Duration
001 EXT. CASTLE - DUSK 00:00:17
002 INT. TOWER ROOM -... 00:02:14
003 EXT. WESTERN STRE... 00:00:11
004 EXT. RUSSIAN VILLA... 00:00:14
005 EXT. TRAMP STEAME... 00:00:11
006 EXT. WASTELAND - ... 00:01:14
007 INT. APARTMENT - DAY 00:01:54
INT. TOWER ROOM - DUSK
It is a bizarre cross of library, metal workshop and chemistry lab, candles glow on every available surface, strange liquids sit in odd-shaped jars around the room
The door is KICKED OPEN, the lock splintering, framed in the doorway is our HERO, cloaked, and swathed in rough leather armour. He steps through and brandishes his sword at the lone occupant of the room.
An older man, a MAGE who was busy poring over his books.
HERO
You are judged guilty of turning your back on the Old Gods. Your sorcery stops here! Stops tonight!
He raises his sword to strike
The MAGE's hand WHIPS out, the Hero's sword FLIES from his grasp...it buries itself in the wall behind him.
MAGE
When you were a child, you sat - as all children do - at the Right Hand of Mercy.
The warrior looks momentarily confused.
MAGE (CONT'D)
Marker Type
All Default Markers
1 Subclip
2 Comment
Timeline: MVI_1535.MOV
00:00
00:00:00:0
Marker Insp
No Markers

Clear script metadata from clips

- Right click the movie clip and select **Clear Script Data.**